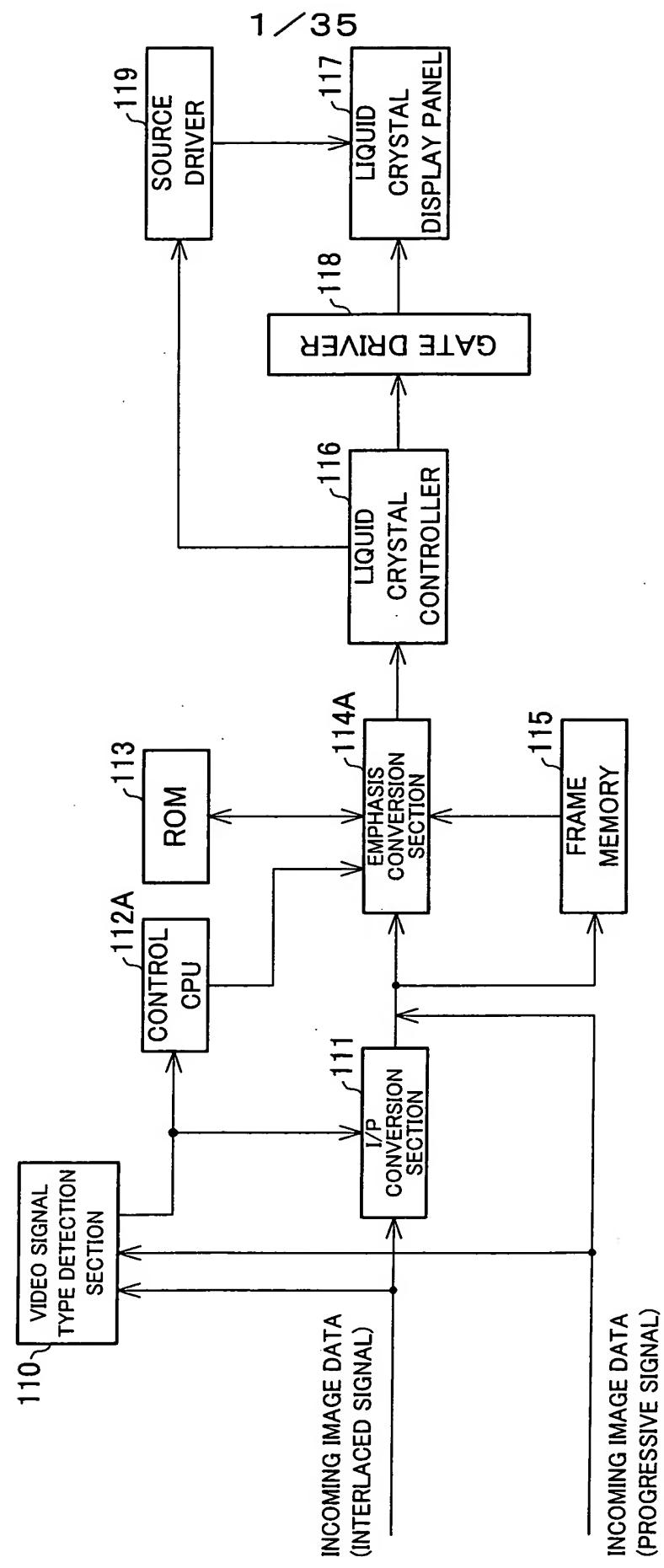


FIG. 1



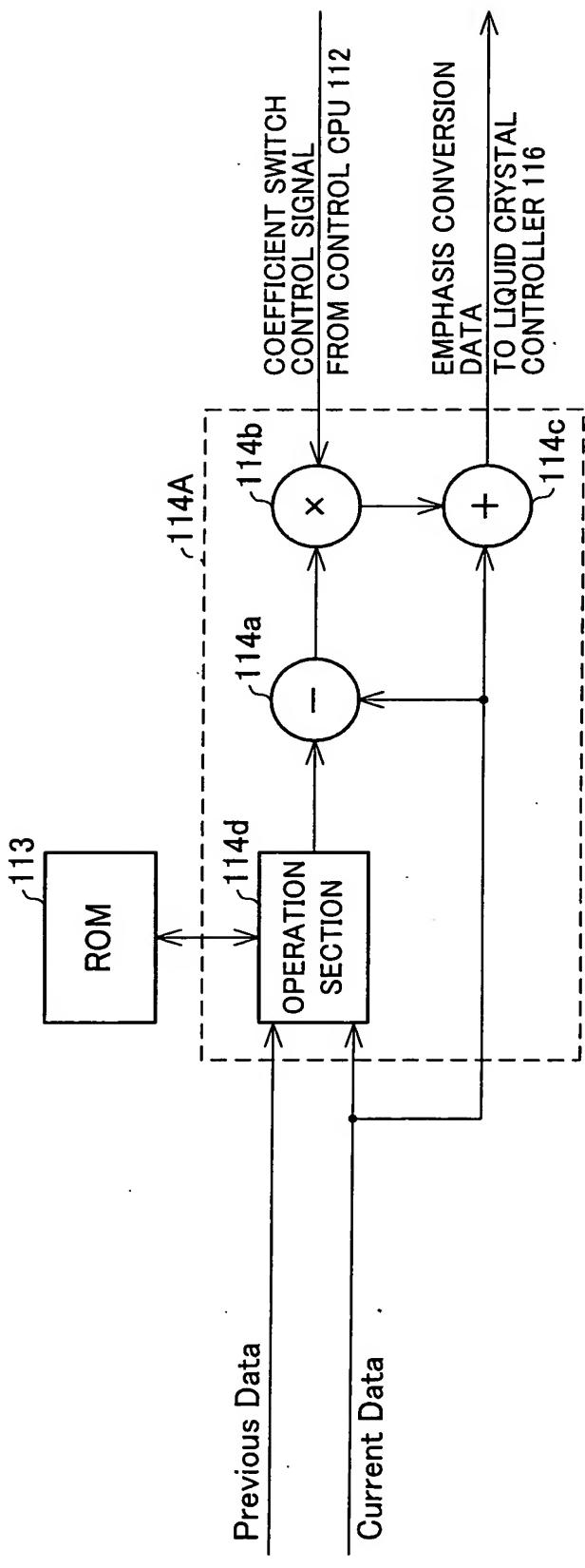


FIG. 2

FIG. 3

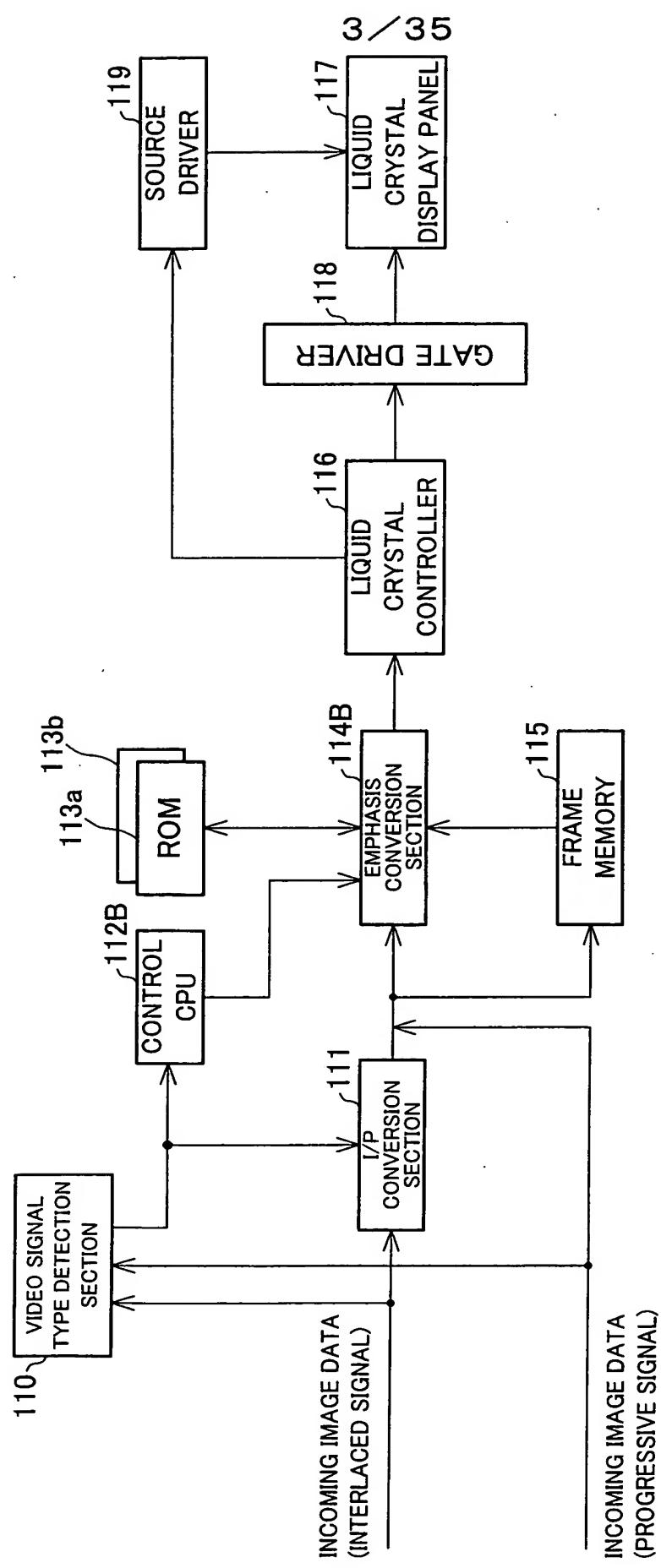


FIG. 4

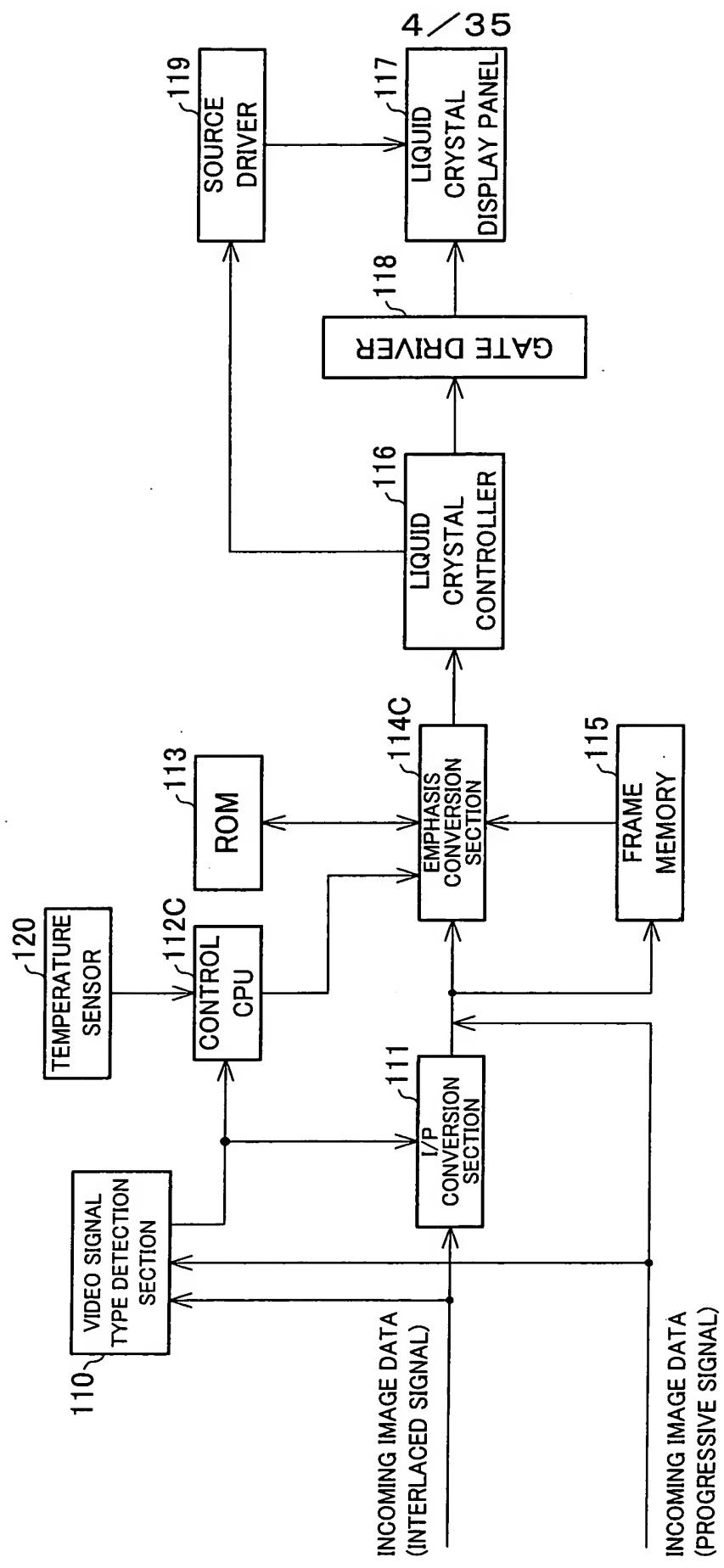
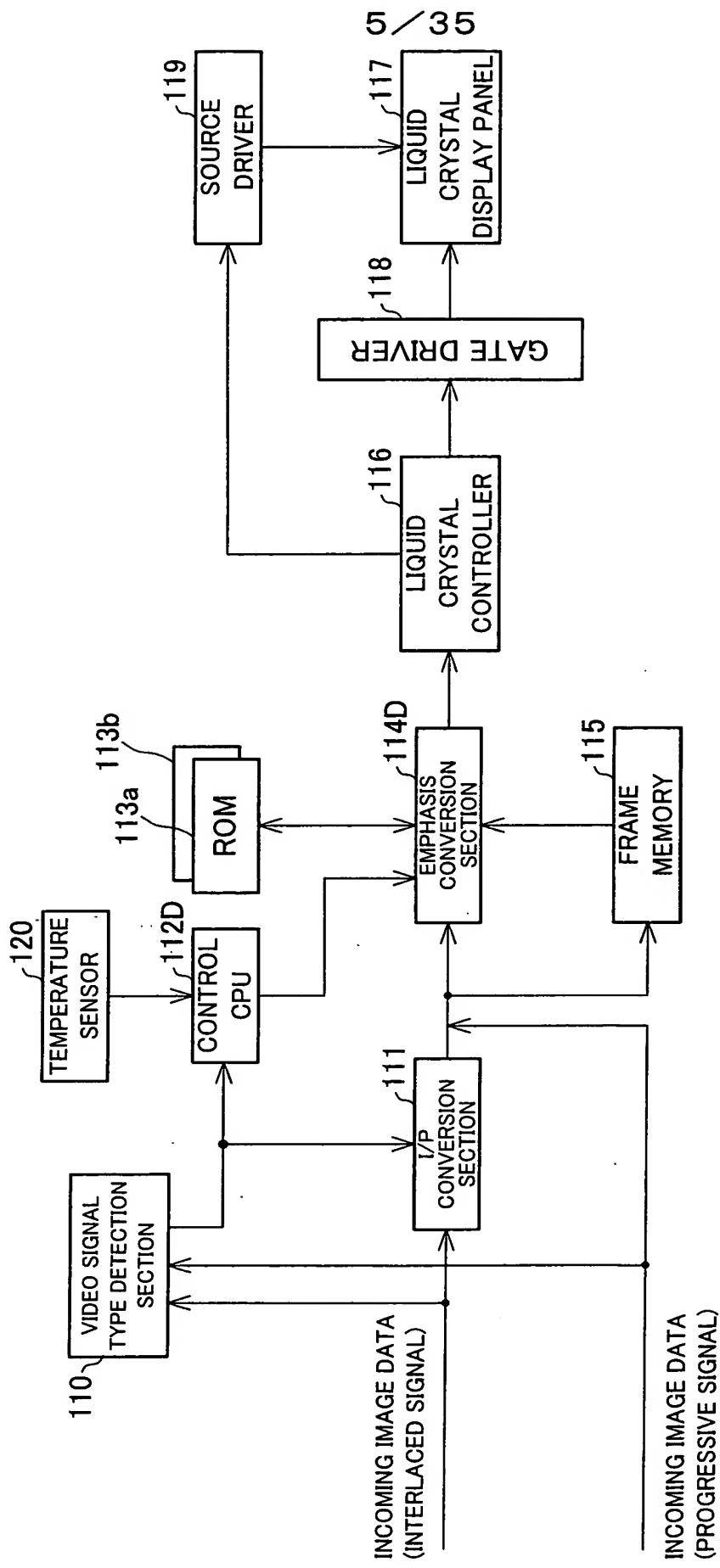


FIG. 5



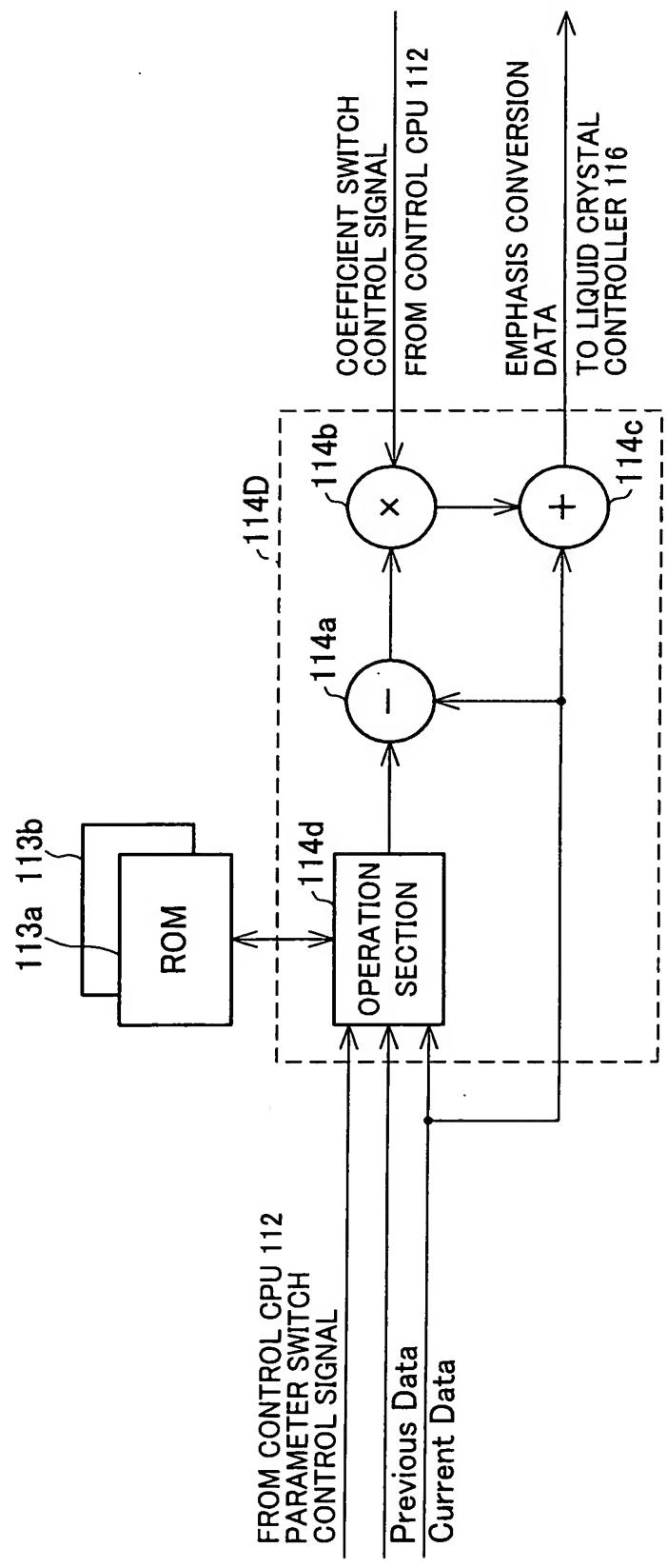
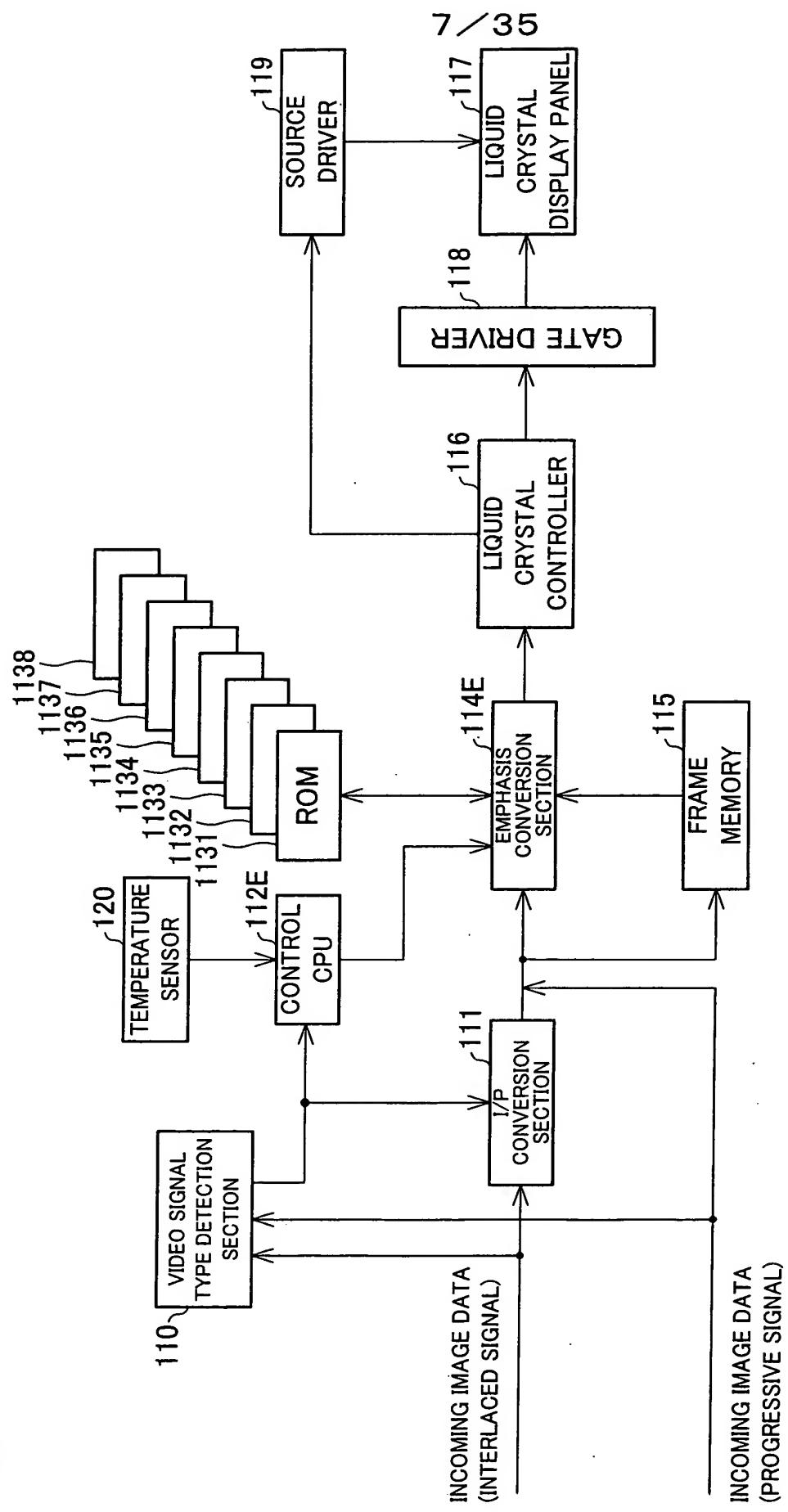


FIG. 6

FIG. 7



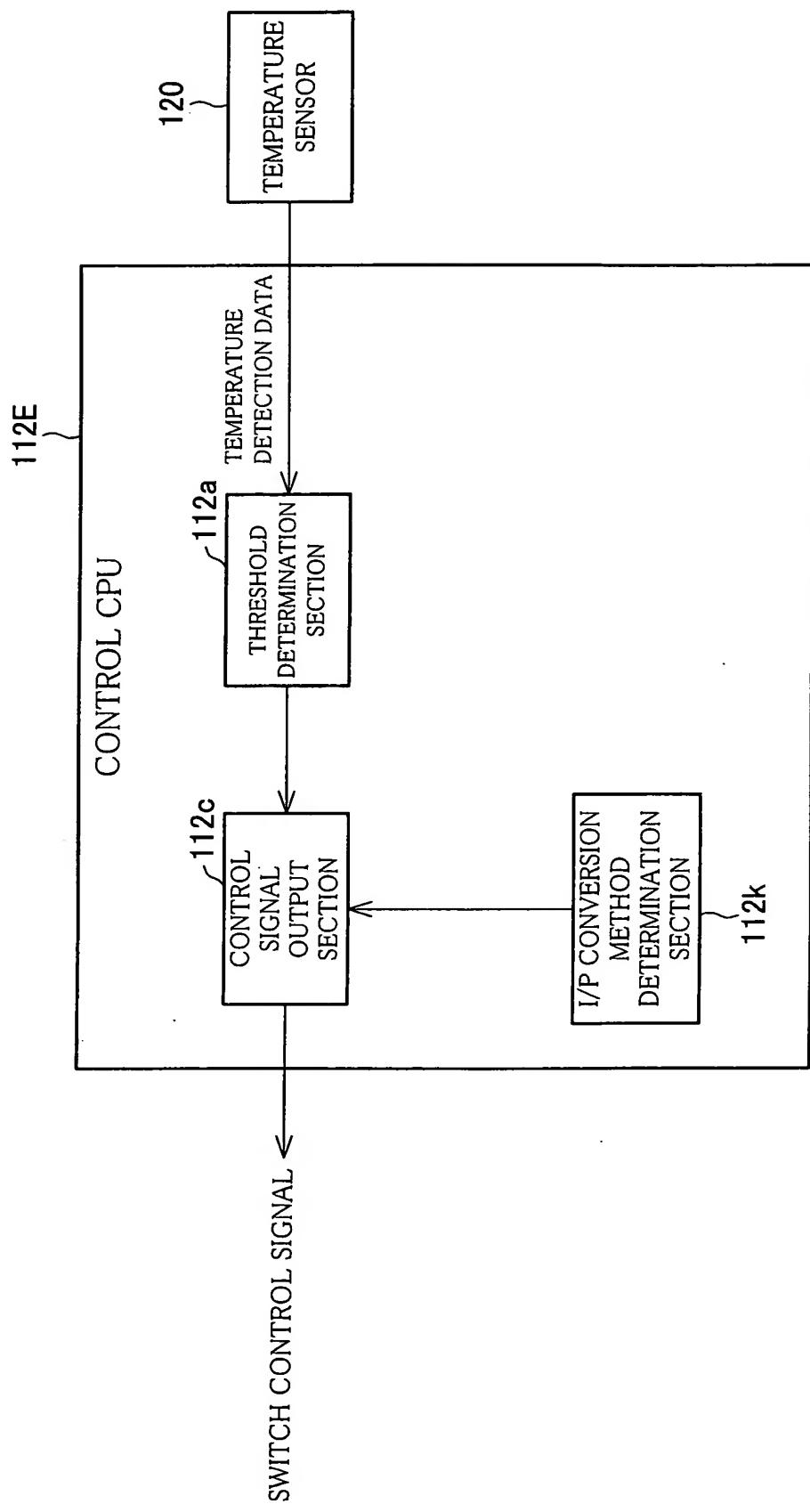


FIG. 8

FIG. 9

OS TABLE MEMORIES REFERENCED TO WHEN  
INCOMING IMAGE DATA IS SUBJECTTED TO  
MOTION ADAPTIVE I/P CONVERSION

OS TABLE MEMORIES REFERENCED TO WHEN  
INCOMING IMAGE DATA IS SUBJECTTED TO  
CONVERSION BY INTRA-FIELD INTERPOLATION ONLY

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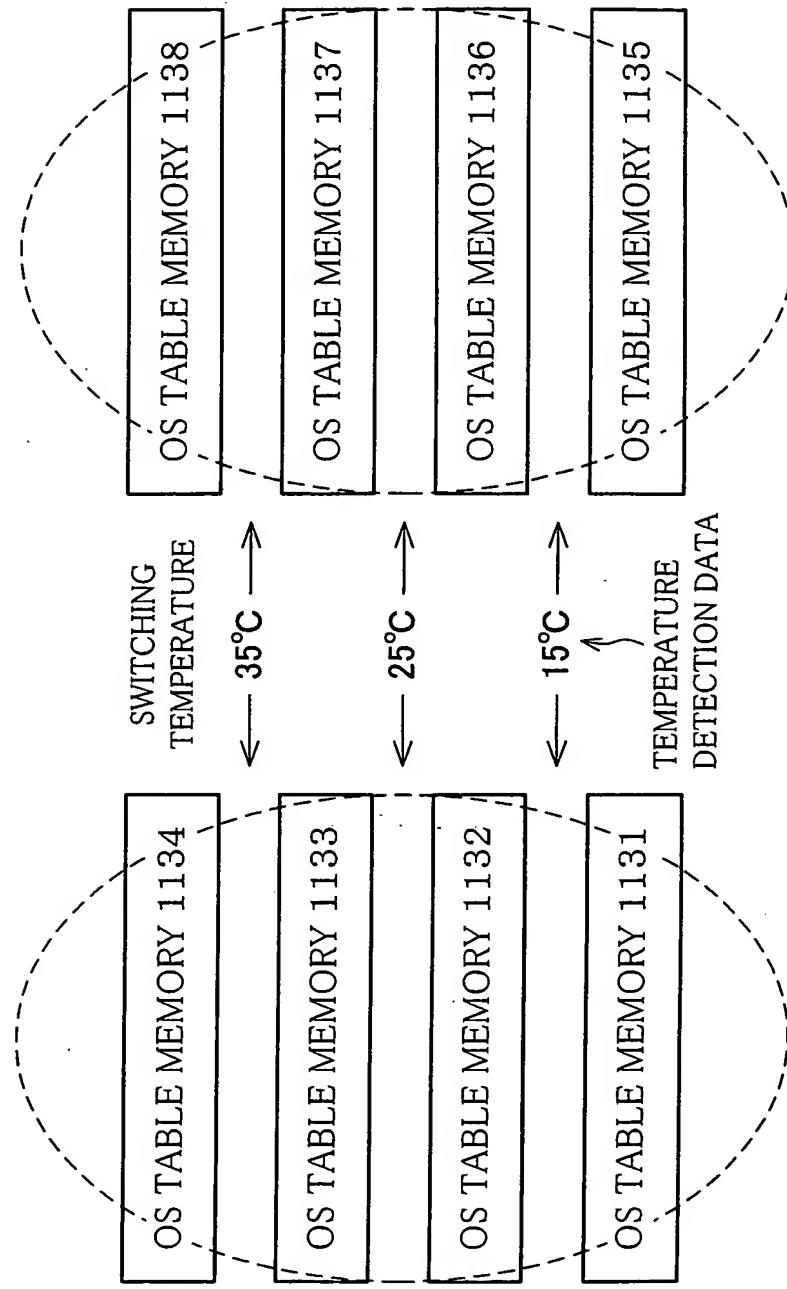


FIG. 10

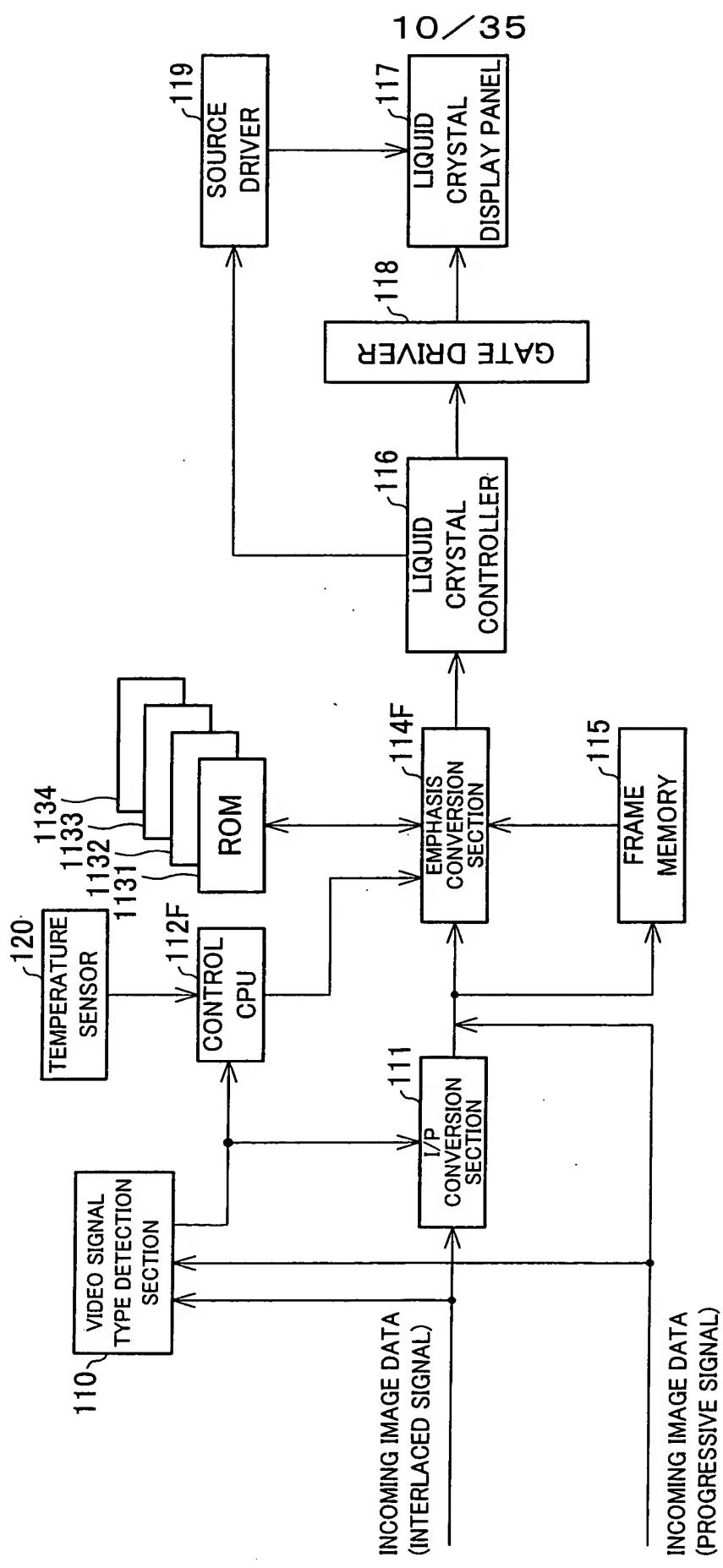


FIG. 11

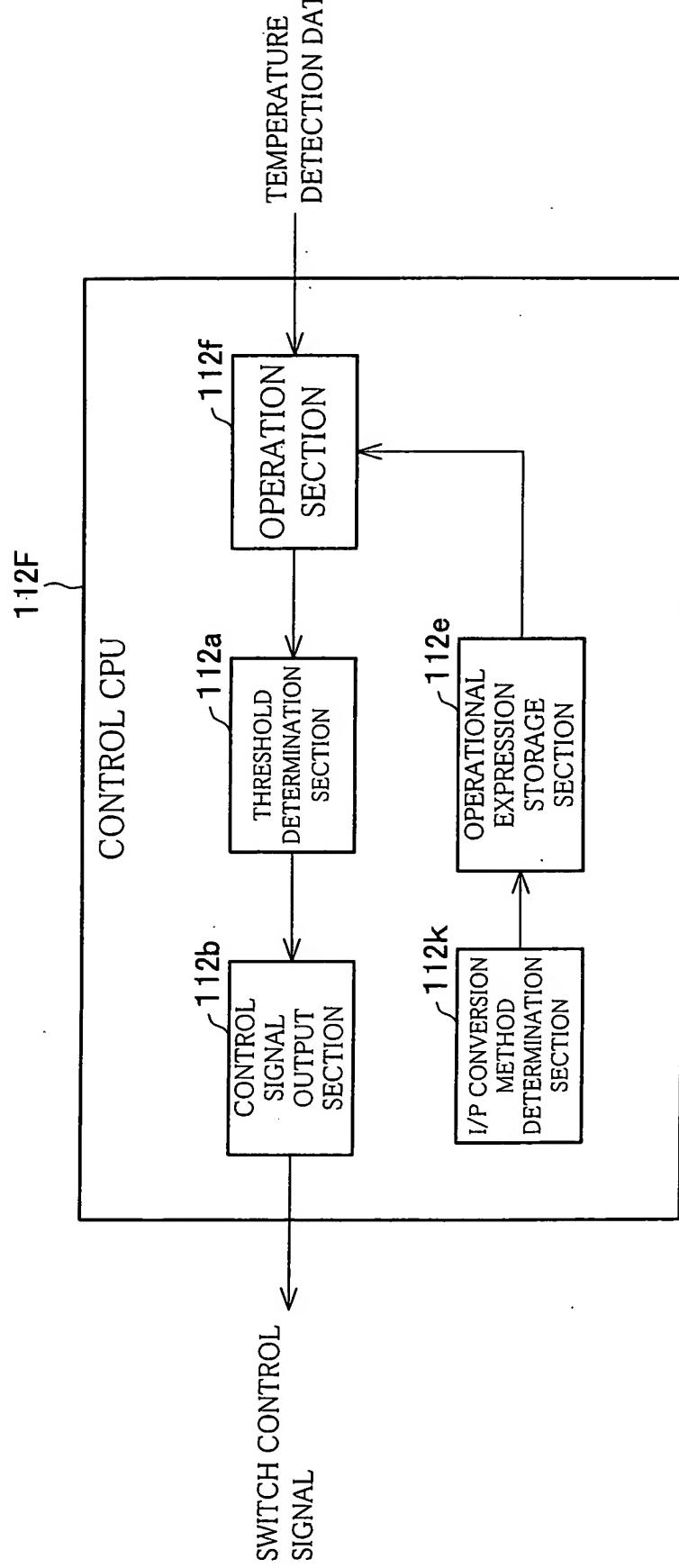
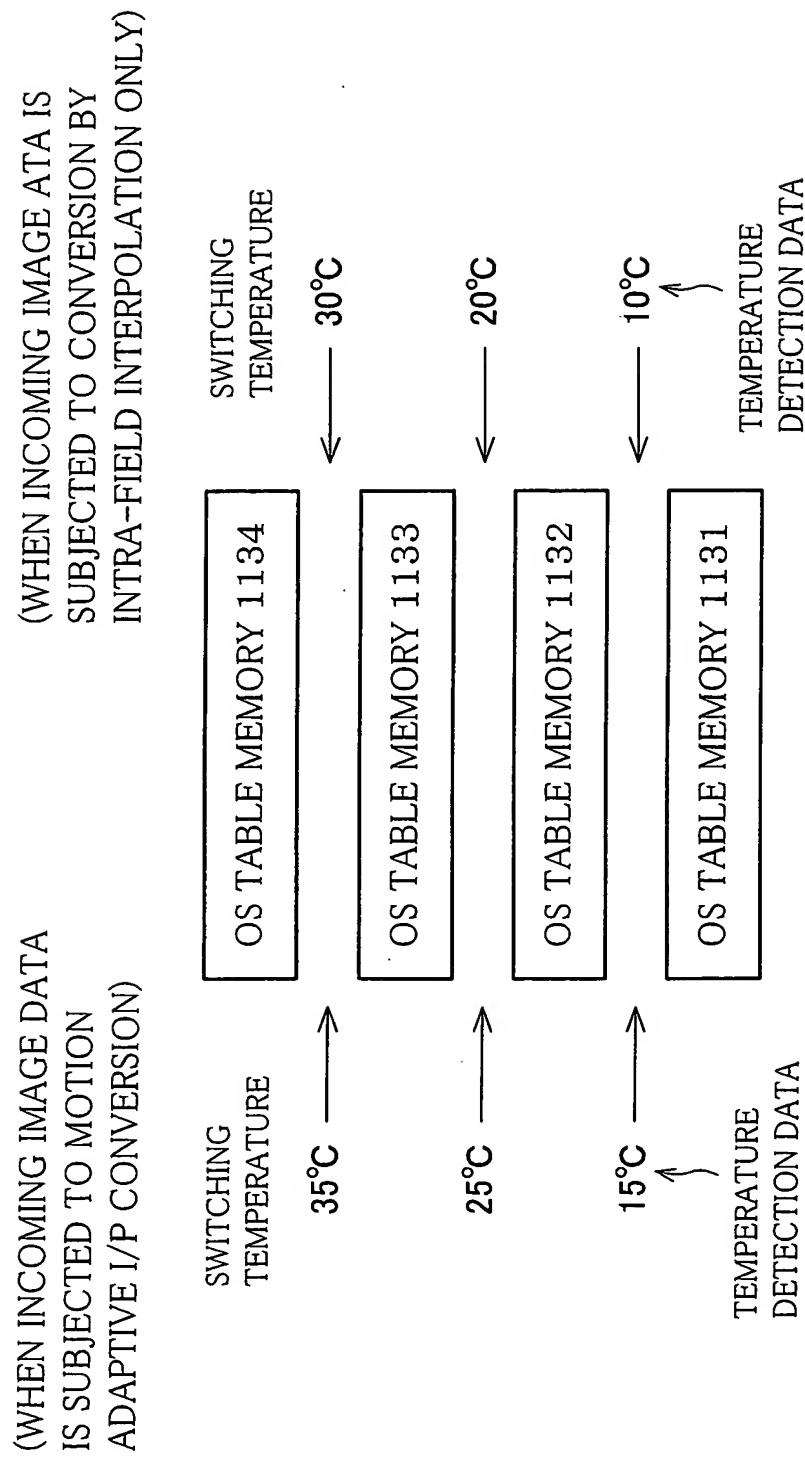


FIG. 12



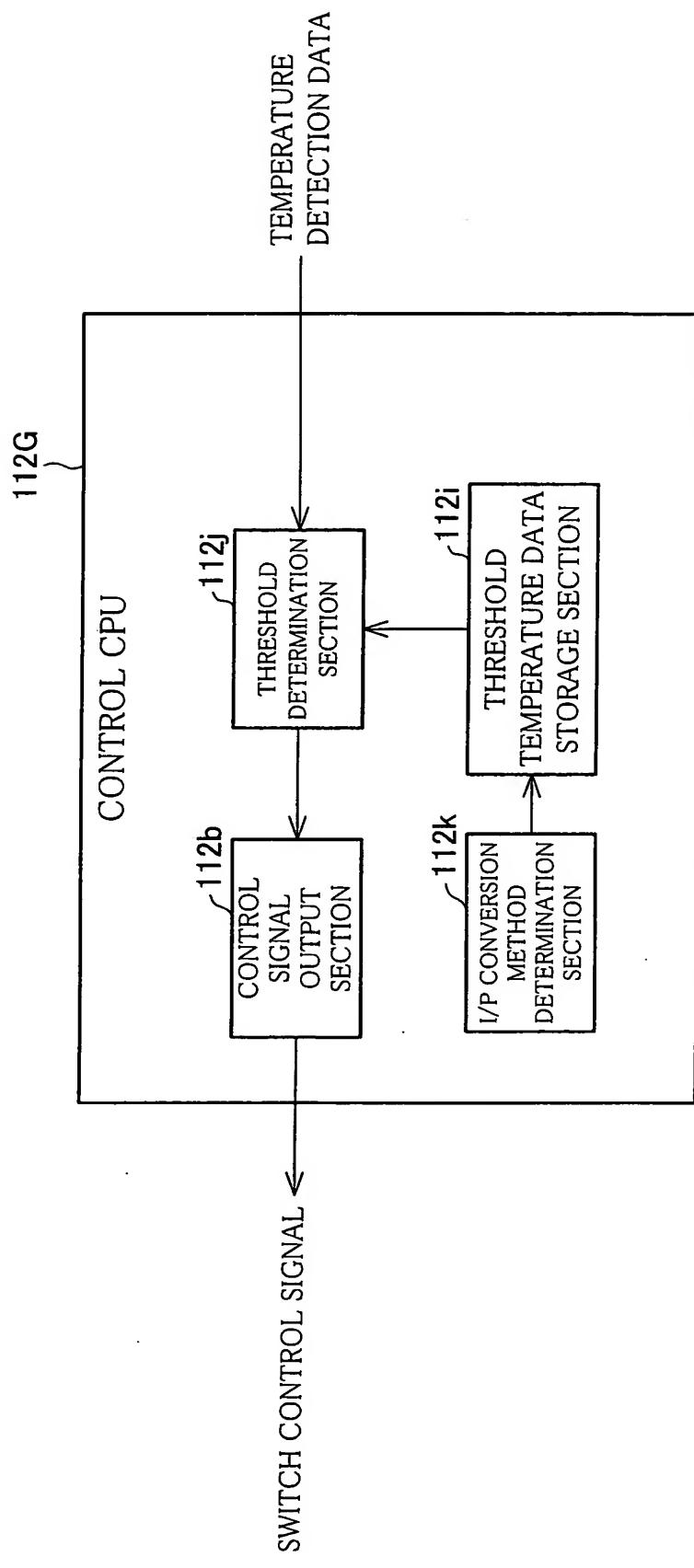


FIG. 13

FIG. 14

OS TABLE MEMORIES REFERENCED TO WHEN  
INCOMING IMAGE DATA IS SUBJECT TO MOTION  
ADAPTIVE I/P CONVERSION

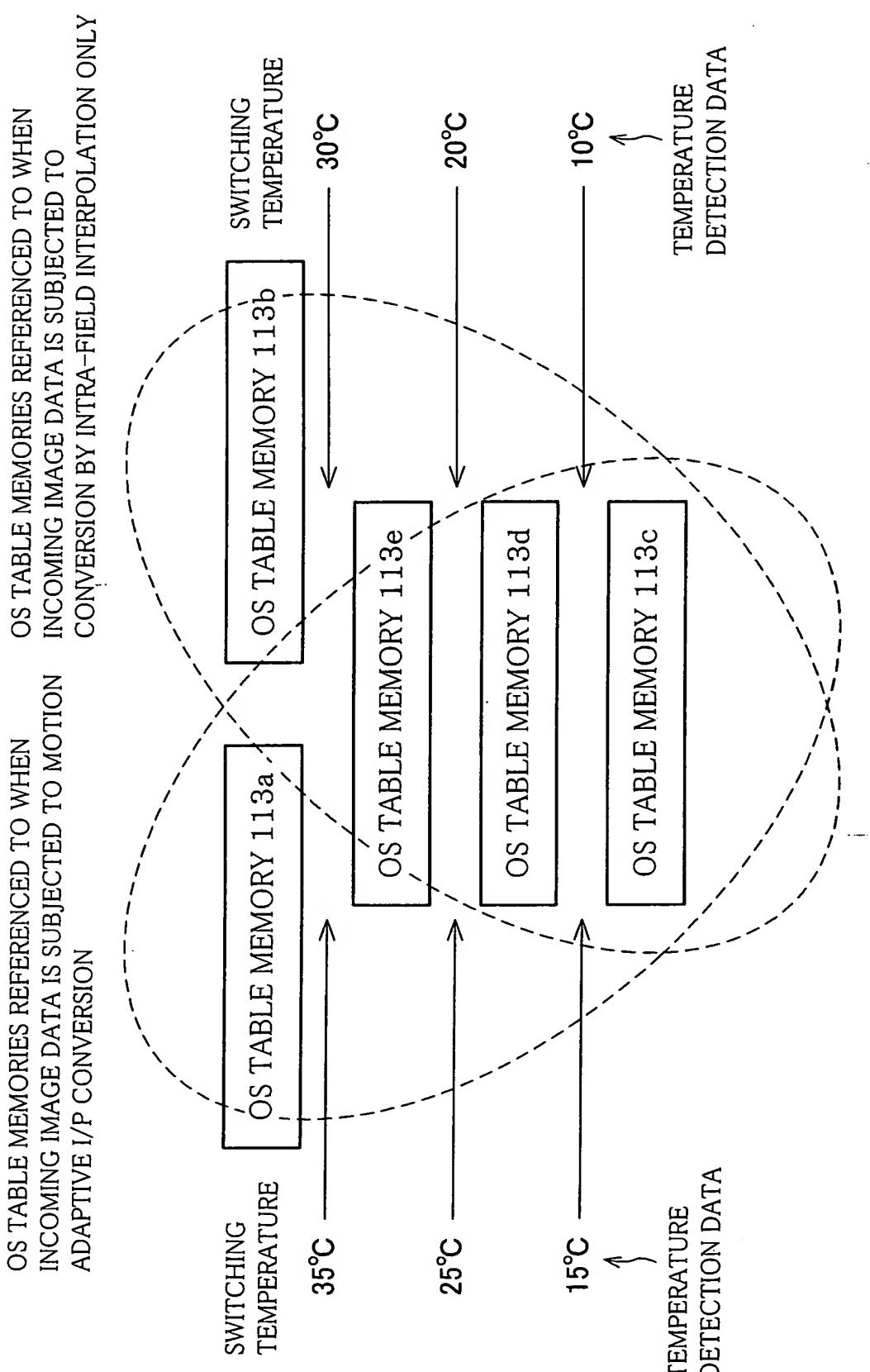


FIG. 15

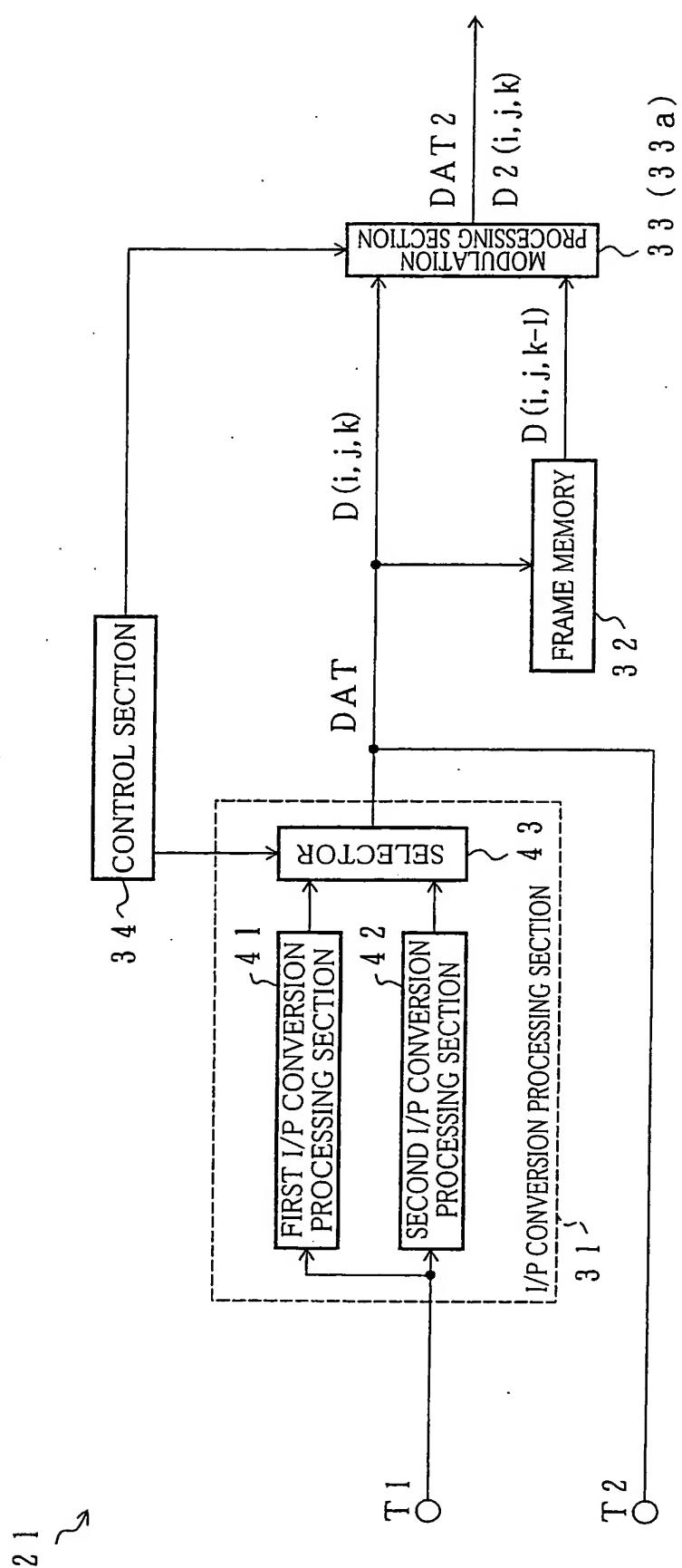


FIG. 16

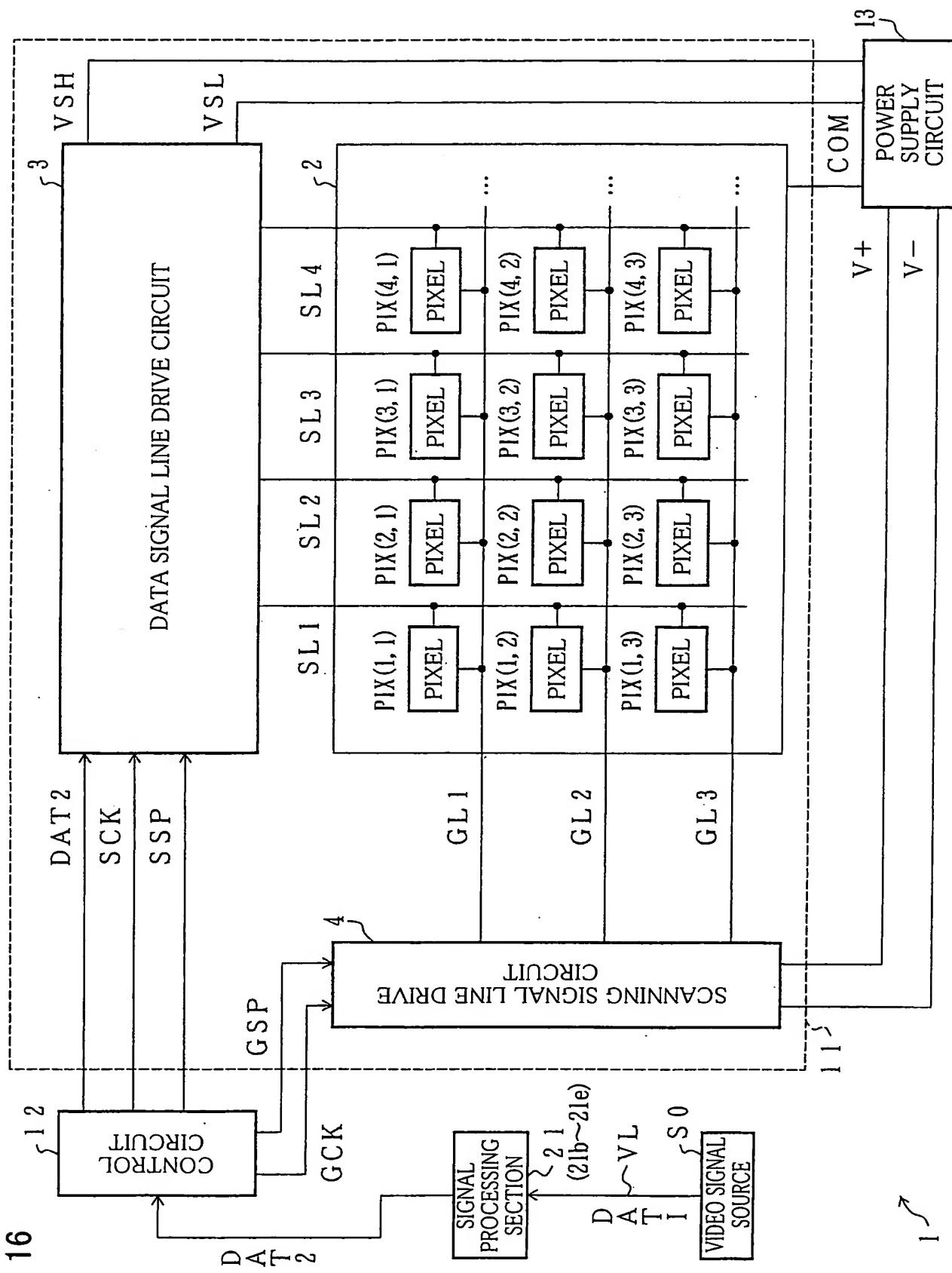


FIG. 17

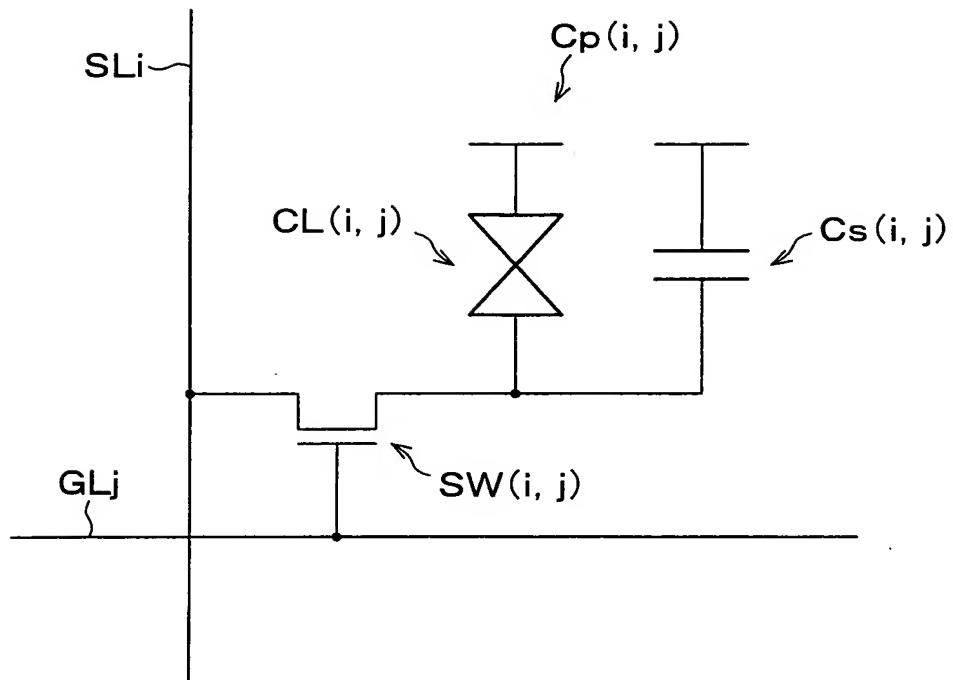


FIG. 18

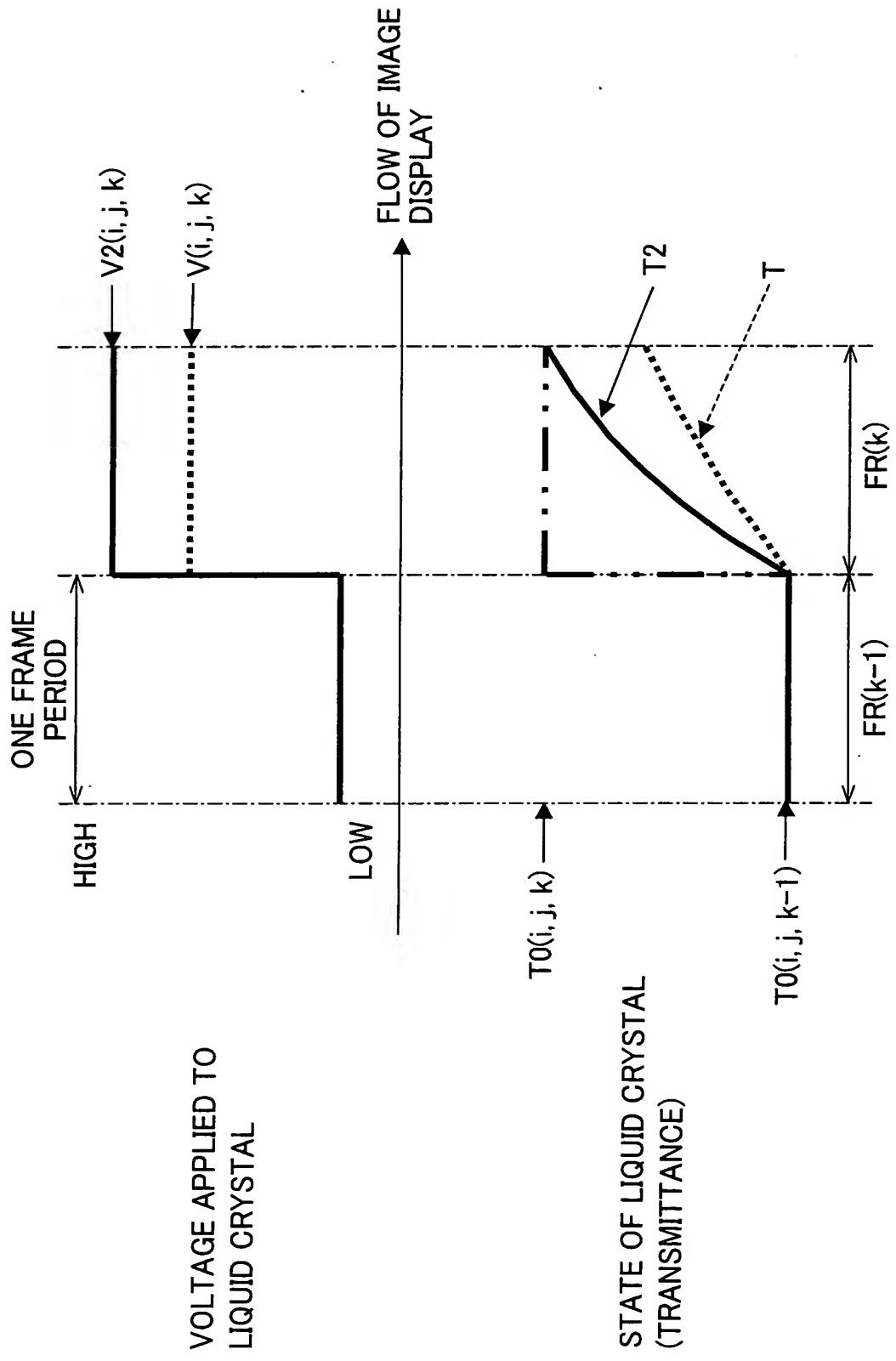


FIG. 19

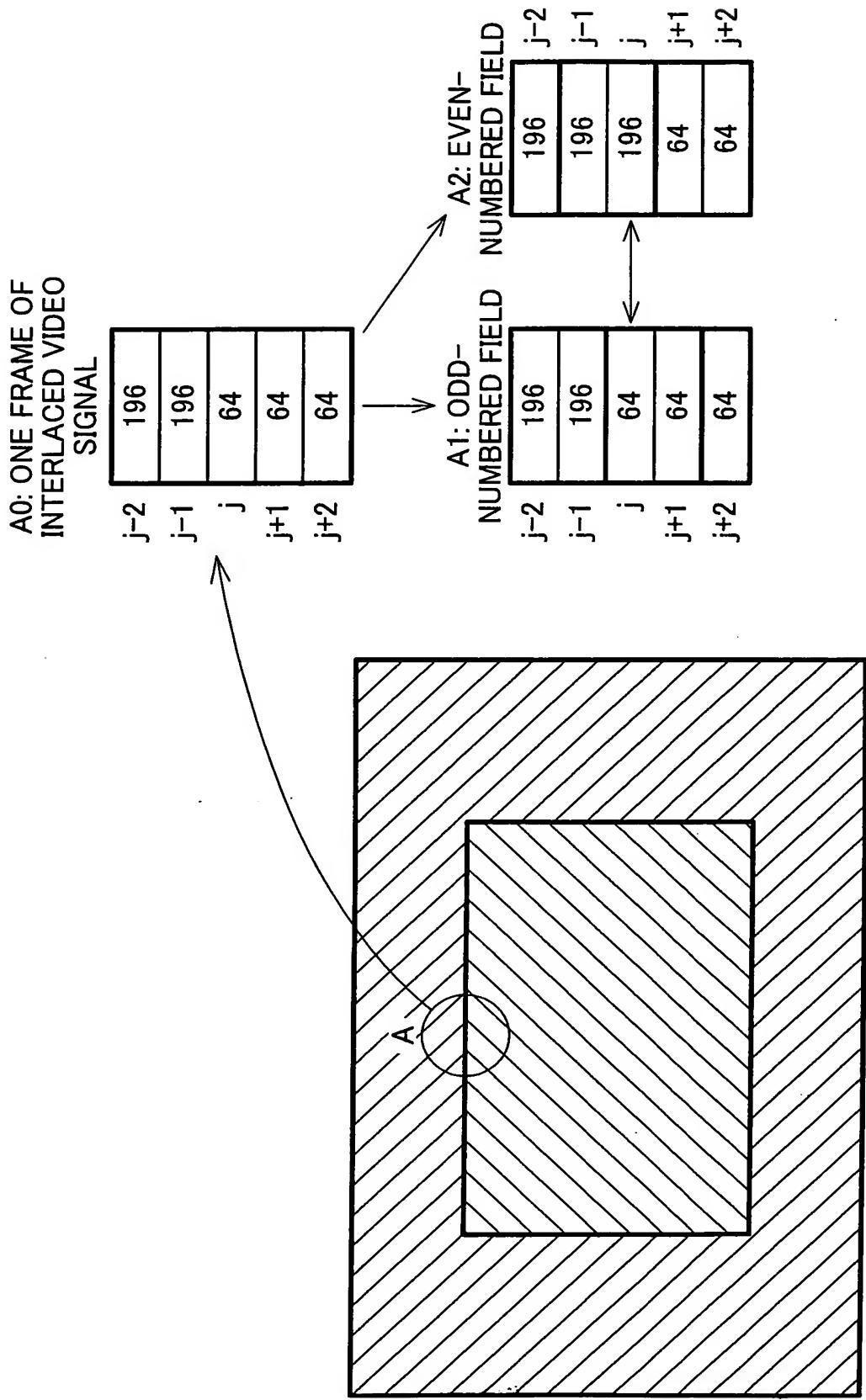


FIG. 20

3 3 ↗

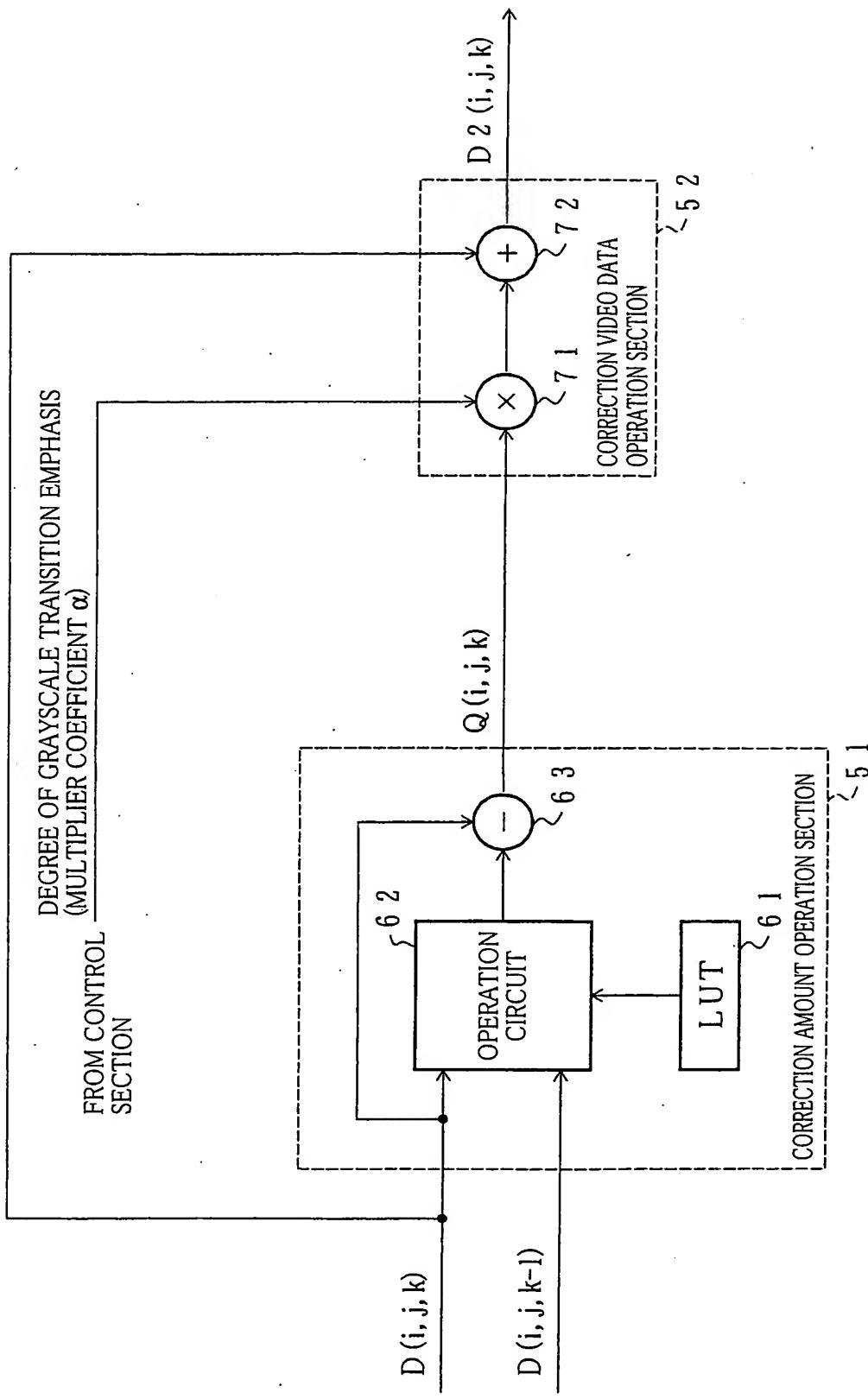


FIG. 21

VIDEO DATA OF CURRENT FRAME

VIDEO DATA OF PREVIOUS FRAME

	0	32	64	96	128	160	192	224	255
0	0	51	118	165	194	214	230	242	255
32	0	32	120	159	183	206	226	240	255
64	0	12	64	110	150	182	209	234	255
96	0	0	48	96	140	175	204	232	255
128	0	0	43	81	128	167	201	232	255
160	0	0	35	66	117	160	196	229	255
192	0	0	2	56	105	152	192	227	255
224	0	0	0	50	85	139	186	224	255
255	0	0	0	44	75	136	181	215	255

FIG. 22

$3 \ 3 \ a \ ( 3 \ 3 \ c \sim 3 \ 3 \ e )$

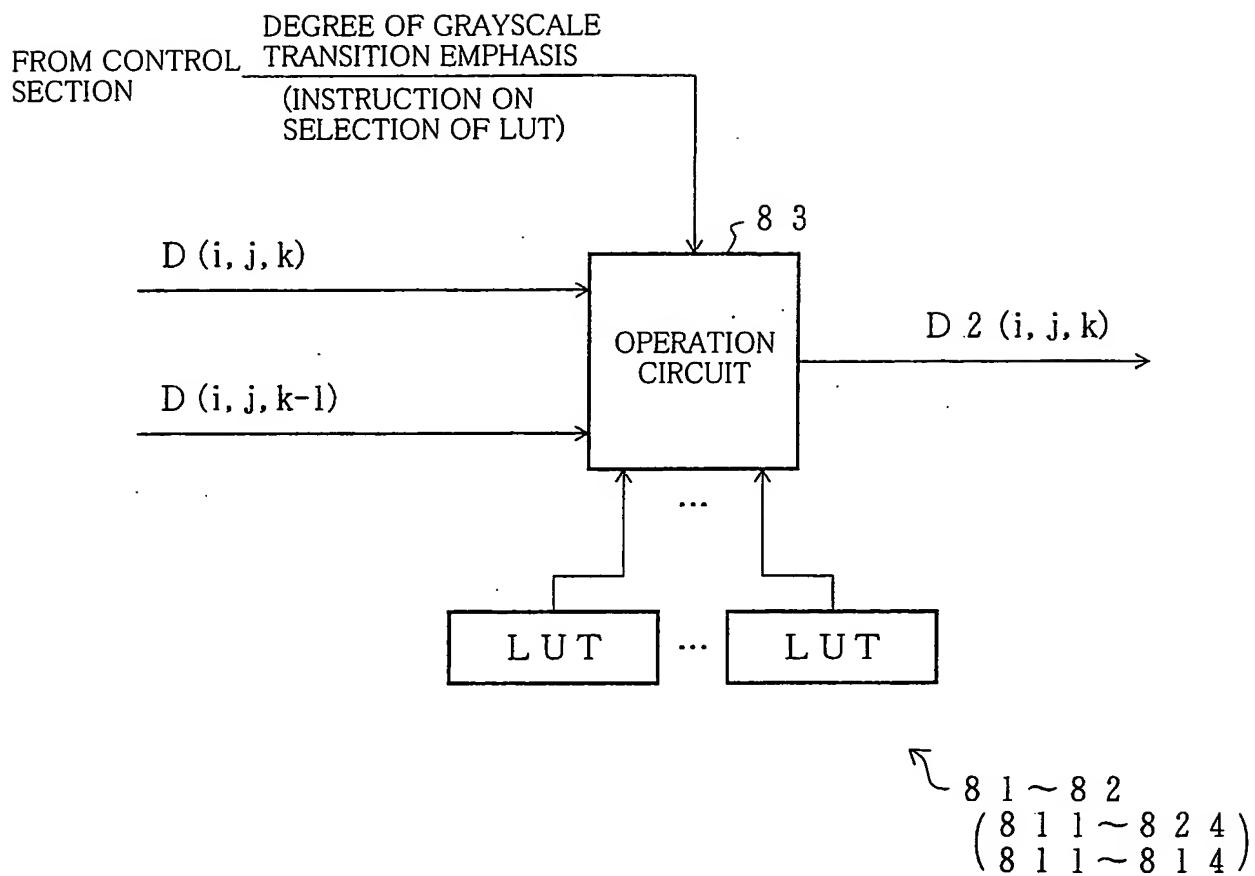


FIG. 23

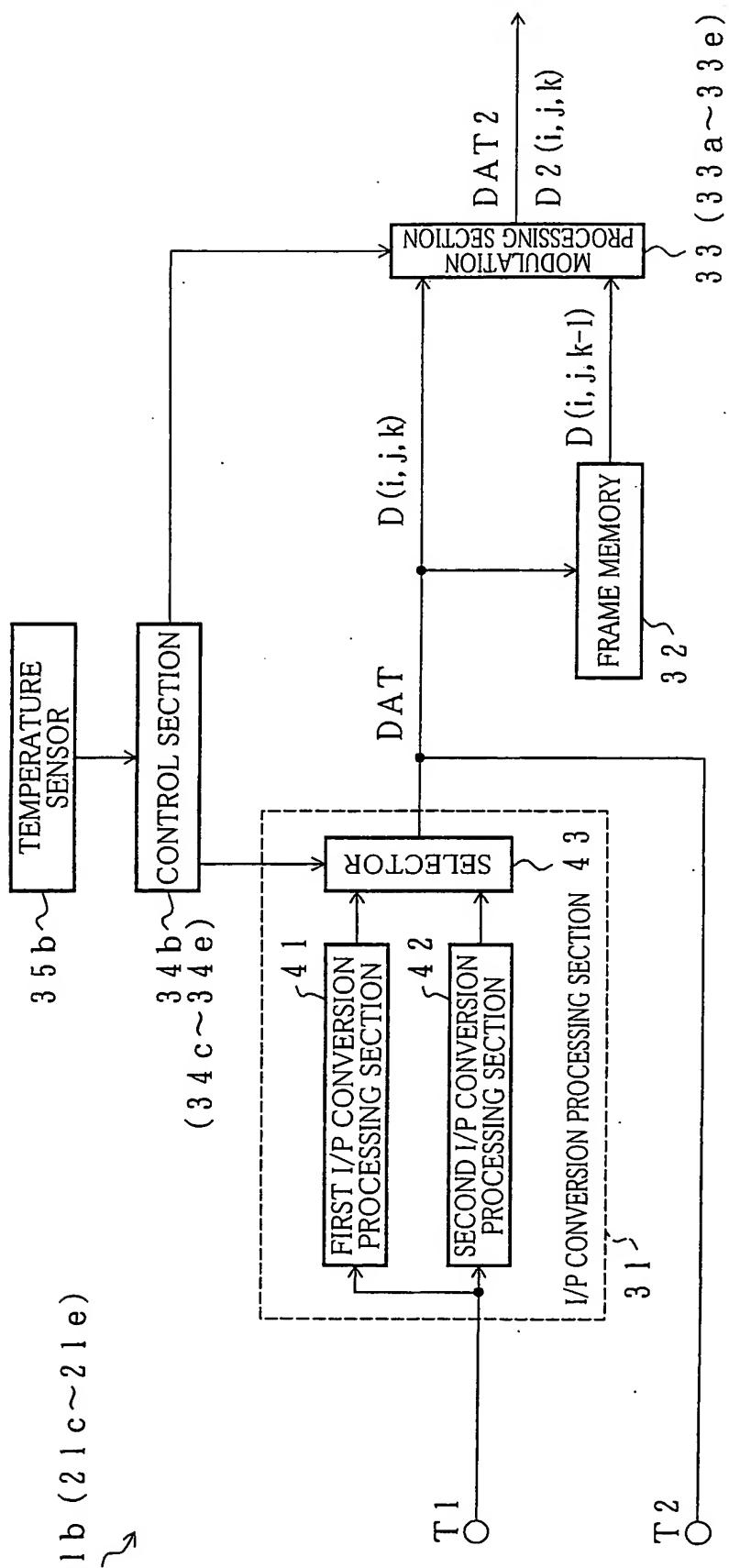


FIG. 24

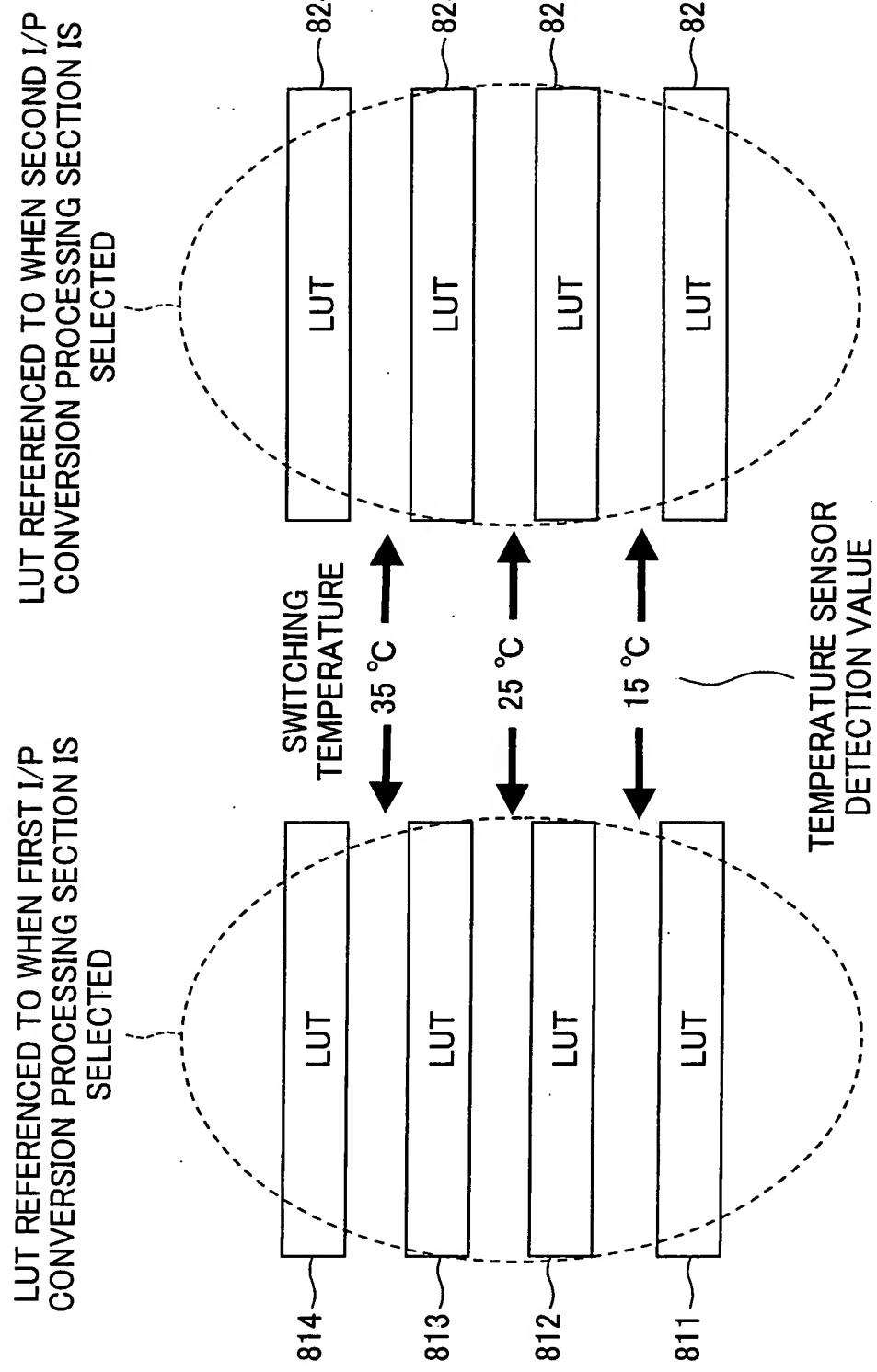


FIG. 25

3 3 c ↘

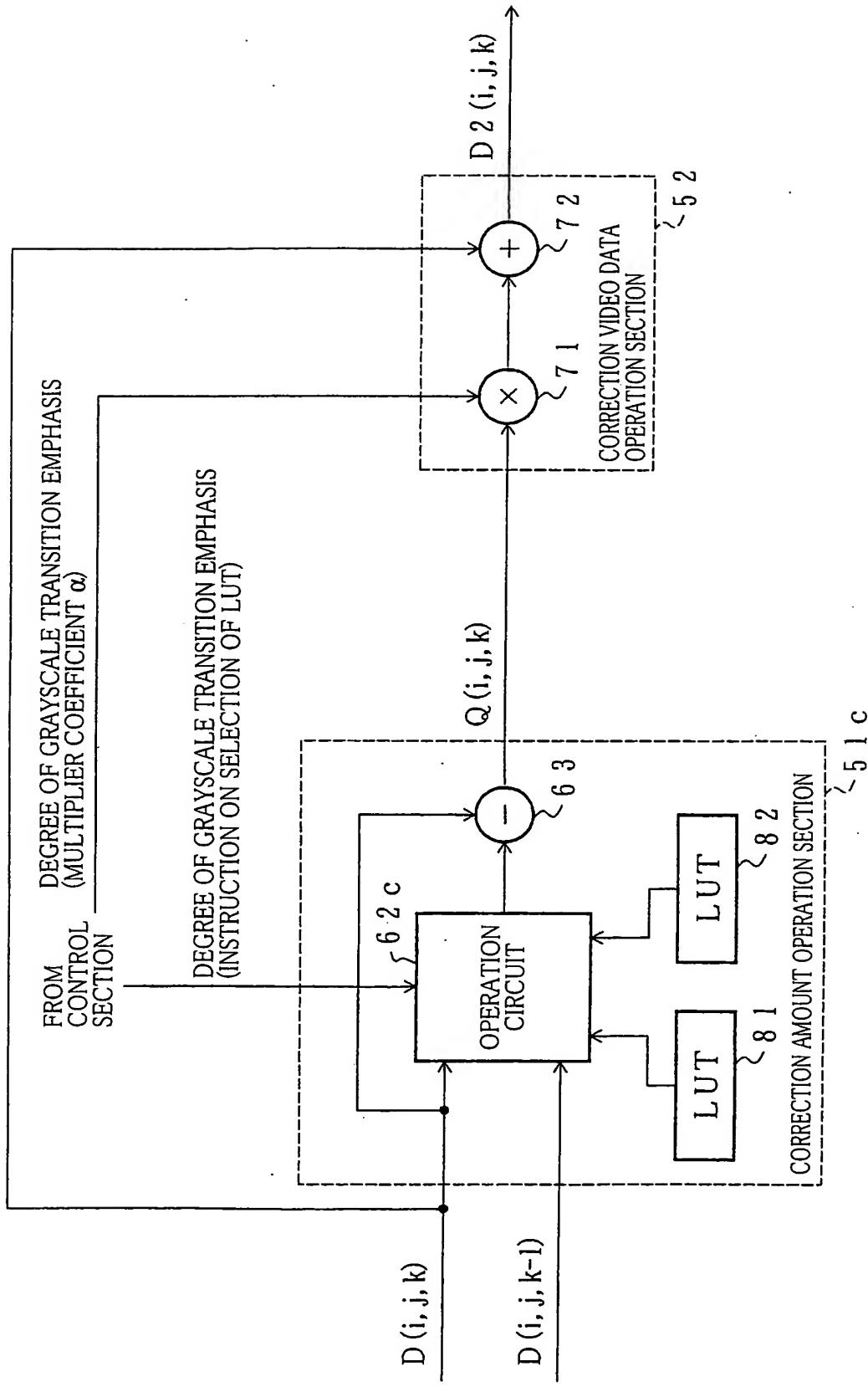


FIG. 26

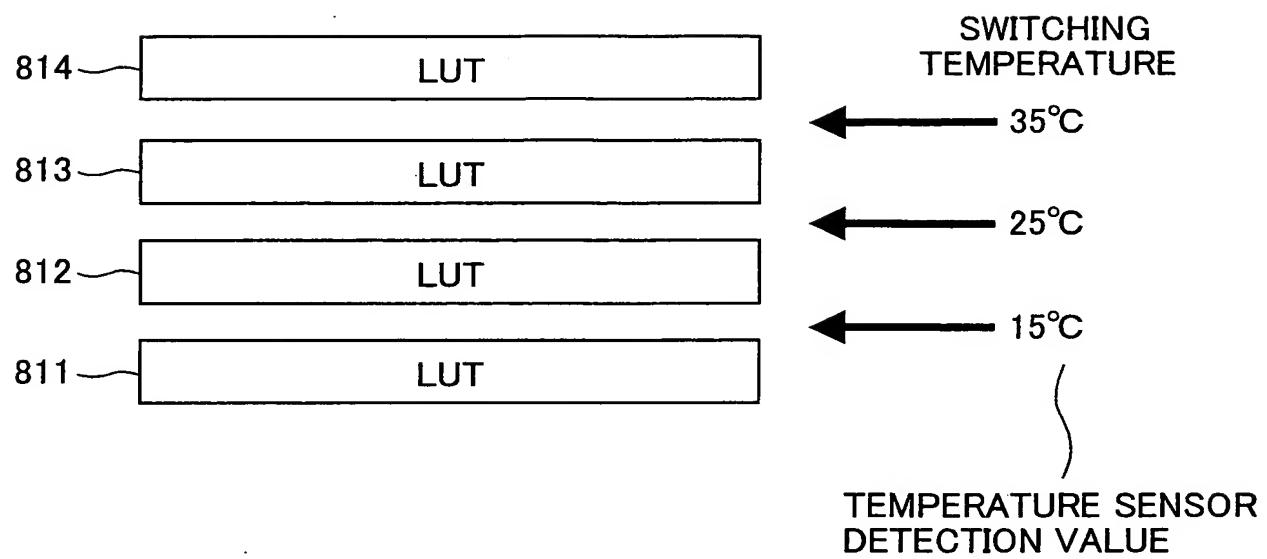


FIG. 27

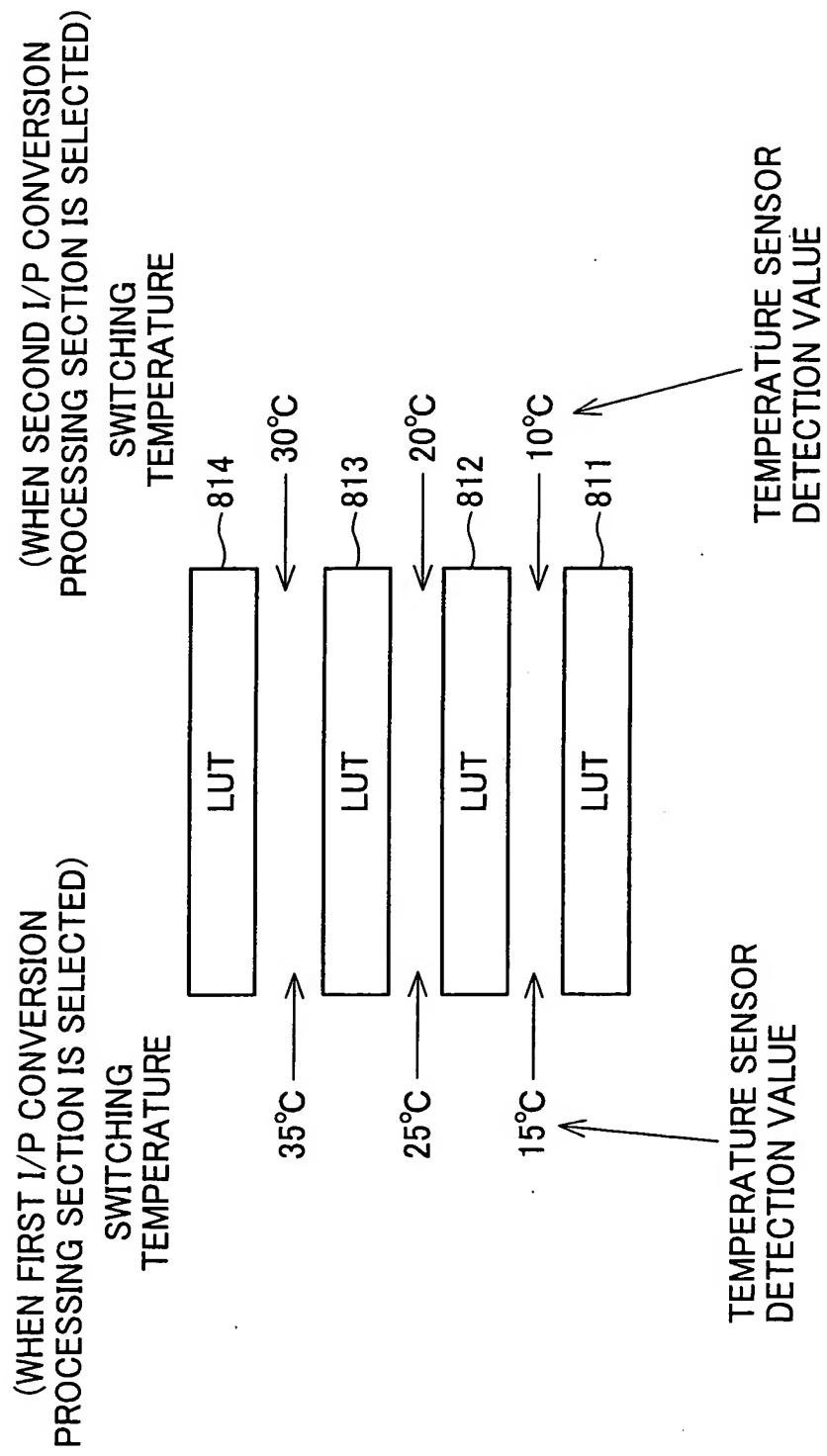


FIG. 28

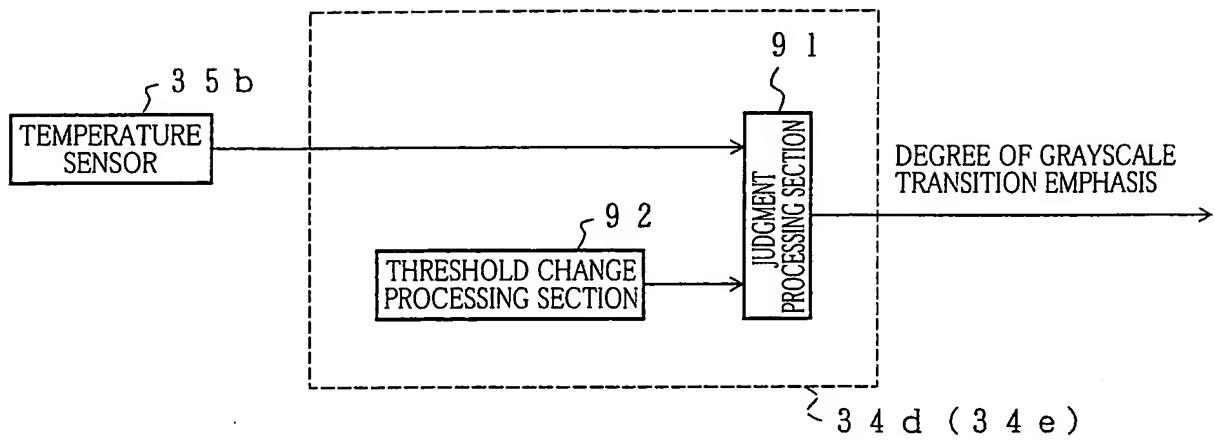
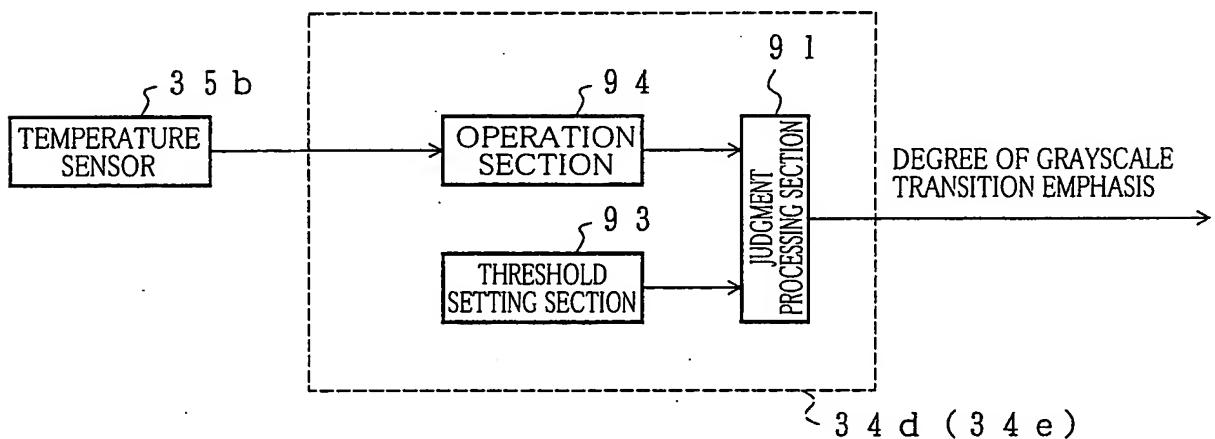
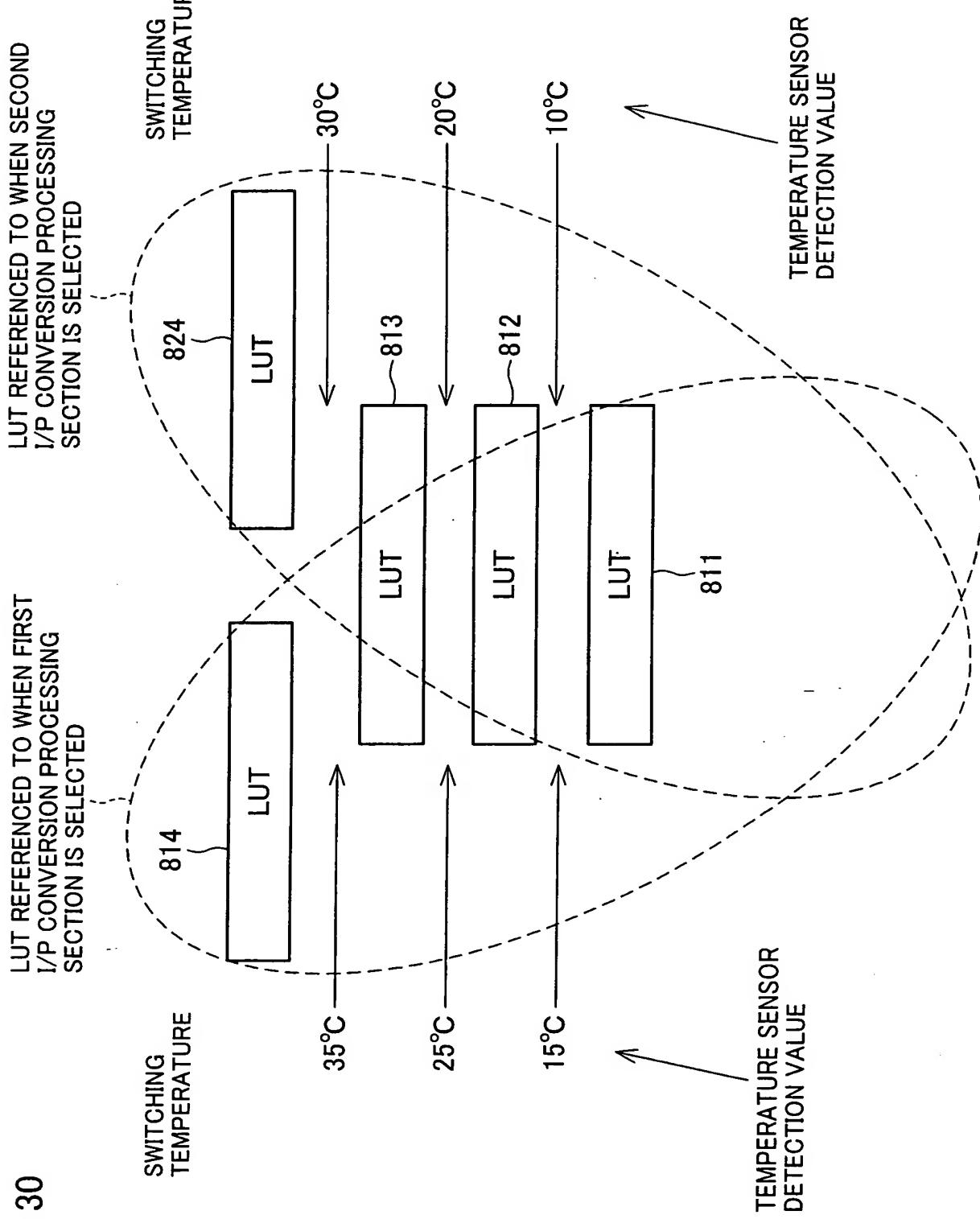


FIG. 29



**FIG. 30**

LUT REFERENCED TO FIRST  
I/P CONVERSION PROCESSING  
SECTION IS SELECTED



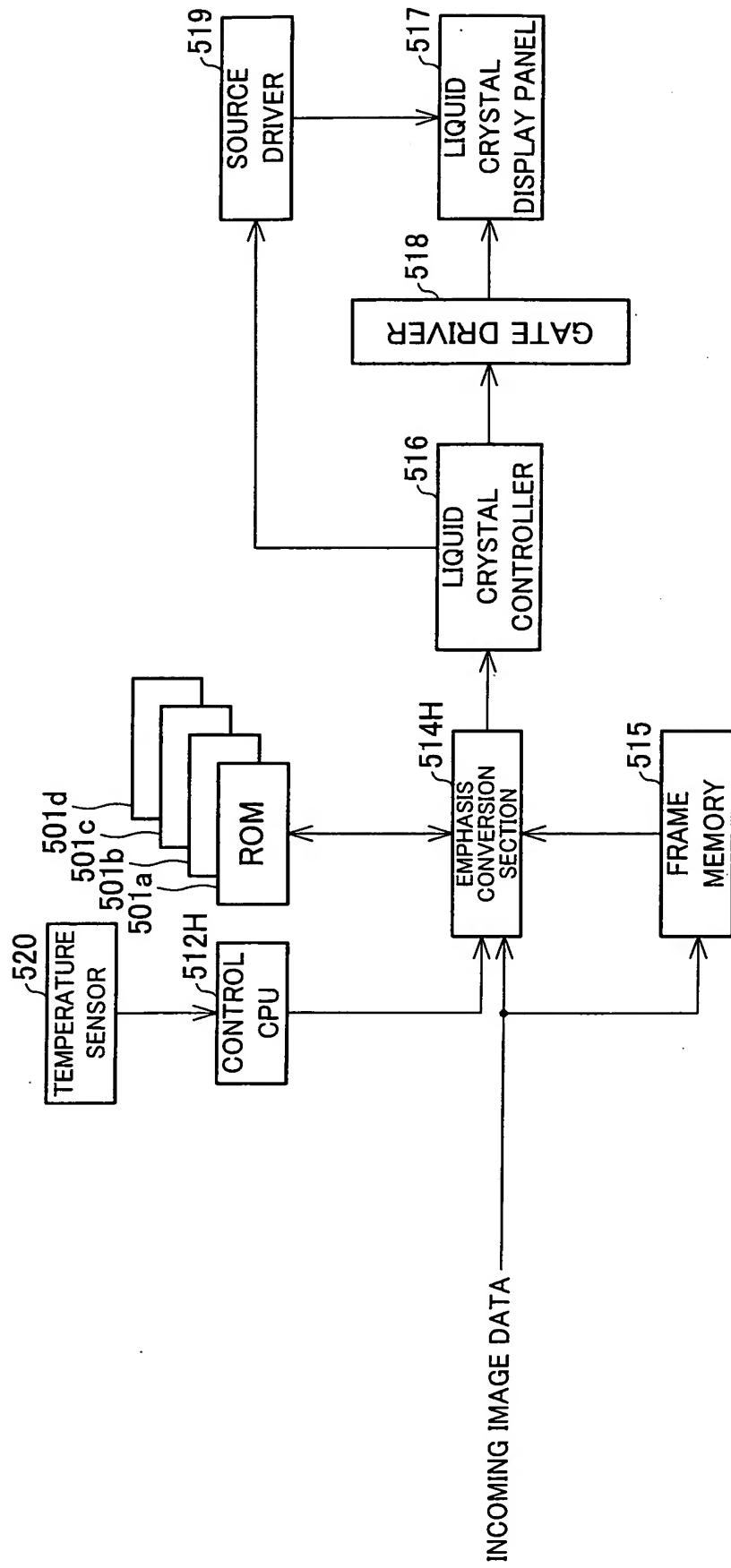


FIG. 31

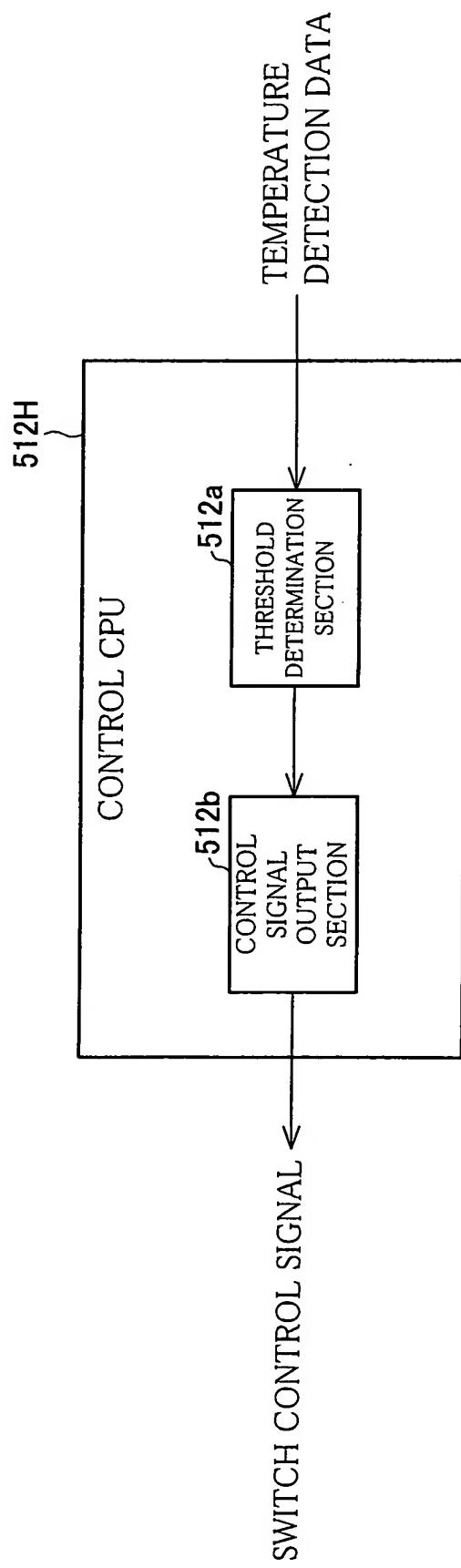


FIG. 32

FIG. 33

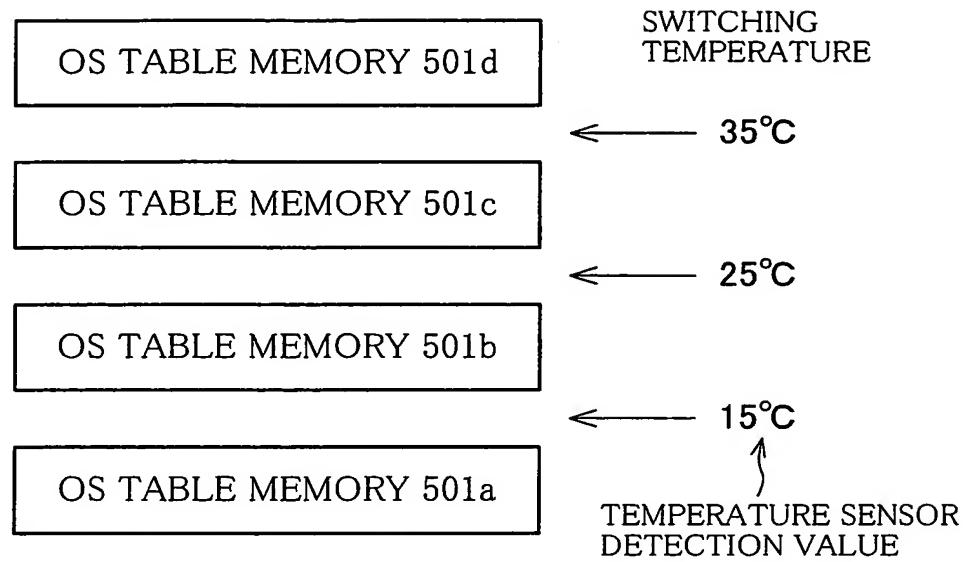


FIG. 34

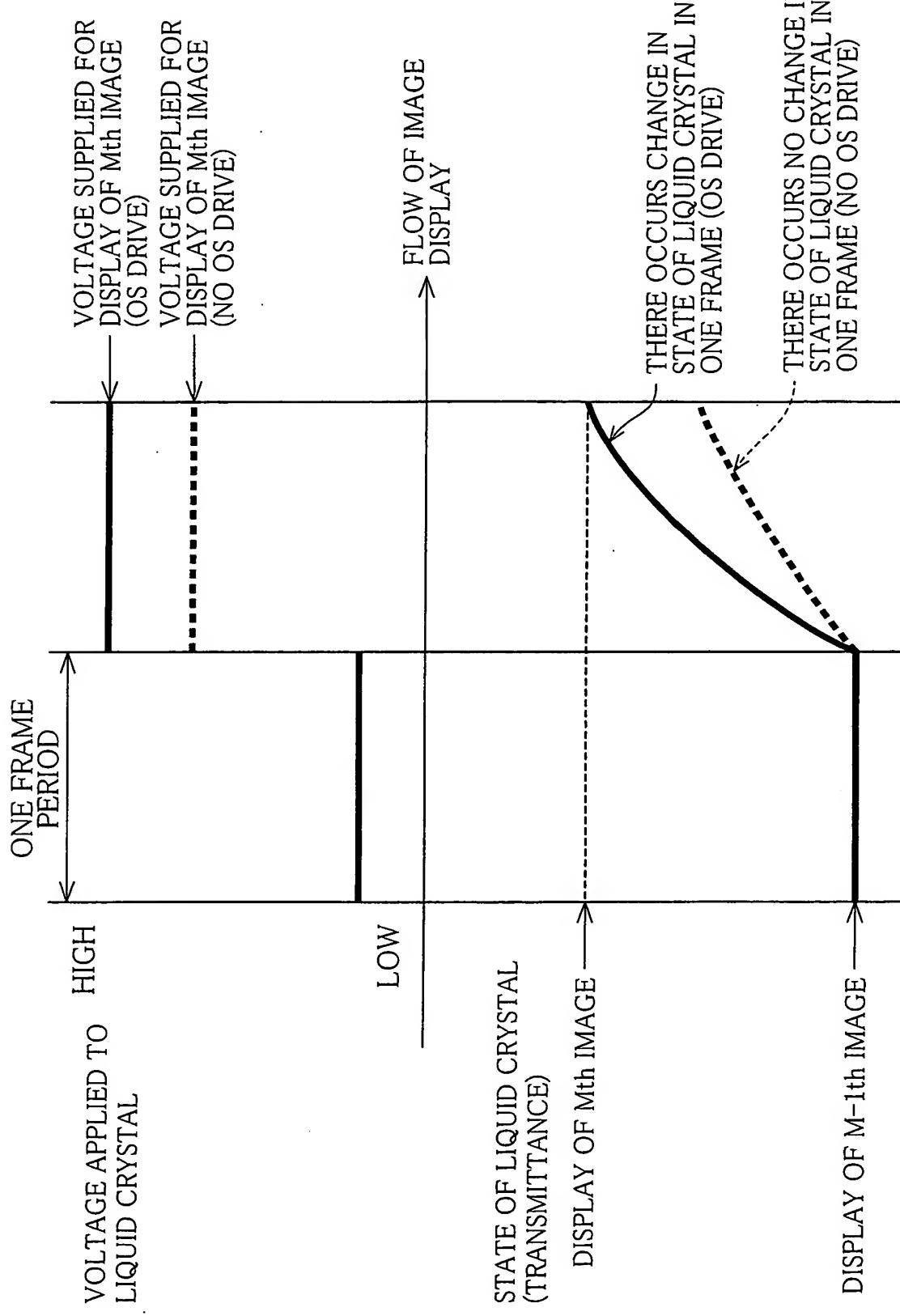


FIG. 35

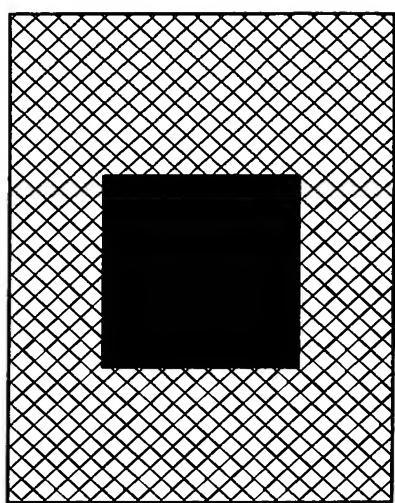
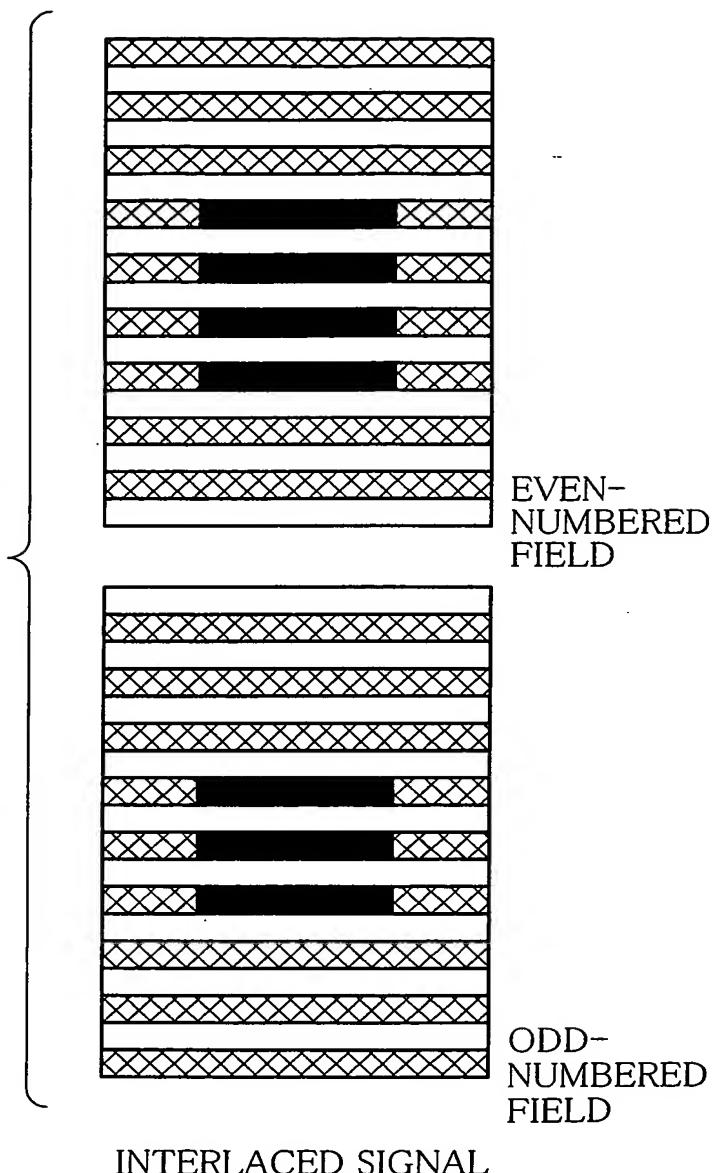
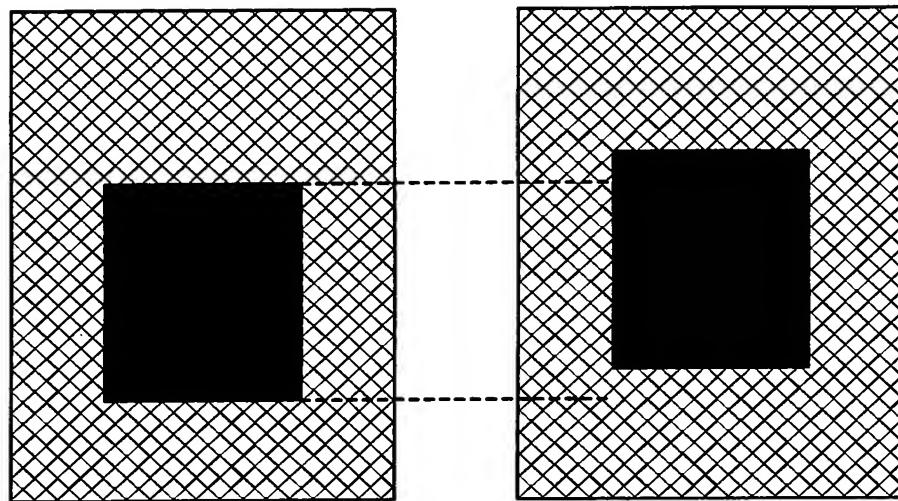


IMAGE FOR DISPLAY



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FIG. 36



EVEN-NUMBERED FIELD

ODD-NUMBERED FIELD